AMIGA CD32 GAMER

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Simply Stunning

At last! **Team 17** finally come up with the goods as the stunning **Super Stardust** arrives. Could this be the game to actually sell a few thousand CD32s over the festive period? Find out, in our huge review inside.

Your superb CD packed with playable demos should be here.
■ If it isn't, see your friendly newsagent

Also Reviewed

UNIVERSE
Core deliver another mega adventure. A Sci-fi monster!

GUARDIAN
Acid deliver a brilliant 3D *Defender*. Super arcade action.

SOCCER KID
An Amiga icon dribbles onto CD32. And scores!

Previews
BloodNet
Elite II
U.F.O.

Star Crusader
Big Engine
Baldy
Diggers II

20 PAGES OF TIPS FEATURING JETSTRIKE AND LITIL DIVIL

CONTENTS

Welcome to issue five of AMIGA CD32 GAMER, and straight away, apologies all round. Firstly, humble regrets for the slight lateness of last issue four, mainly due to (humble regrets two) problems mastering the cover disc. As you'll all know by now, the *Litil Divil* and *Super Stardust* demos were prone to crash out, and by way of apology, we've placed new, working demos on this month's disc. Mastering of CDs is a tortuous affair, but there's a new chap at the helm of disc mastering this month, and we're hopeful (and confident) that the disc you're about to slide into your CD32 will be problem free and mountains of fun.

Humble pie scoffed, we hope you like the new look magazine, and enjoy the select but rather superb range of reviews. *Super Stardust* and *Guardian* in particular are hugely impressive games to show off to your friends and we've a bumper batch of previews to keep you on tenter-hooks until next month. It's been a hard summer, but we've kept loyal to the CD32 and thankfully we've been very encouraged by all your subscriptions. With every issue so far having sold out of its limited mail order stocks, it's a good way of not only assuring you get the magazine, but also saving a £1 per copy. Keep with us, this month's new look cover disk is just the start of our ongoing improvements and plans for the future.

Mark Wynne, Editor ■

CD instructions

APOLOGIES!

Putting together a CD32 disk is never easy, but last month's issue had some serious flaws with *Litil Divil* and *Super Stardust* having various problems. We'd like to apologise for these problems and promise it won't happen again. Thanks to Multi Media Machine we've got a snazzy new menu system and they've kindly offered to make permanent their PD and Shareware section. We've also introduced a more rigorous checking system to help eliminate bugs so that you can assured our upcoming disks, with some spectacular demos promised as Xmas approaches, will work properly.

BUT THIS MONTH...

We've got an excellent Multi Media Machine designed menu system. Besides look really rather nice, it's got a shortcuts system highlighted on the intro screen. If you don't want to admire the fancy graphics, simply hold down the relevant button when you turn the machine on (or reset) to access the required demo.

Super Stardust: Red button.   *Marvin's Marvellous Adventure*: Fastforward.
Simon The Sorcerer: Yellow button.   *Litil Divil*: Blue button.
Alien Breed II: Green button.   PD & Shareware: Pause Button.

AMIGA CD32 GAMER MMM
● stardust
● litil divil
● simon the sorceror
● tower assault
» marvin's marvellous adventure
⏫ PD Corner

Marvin's Marvellous Adventure

21st Century Entertainment
This extraordinary platformer has been coded right from the start for the CD32 and boasts a 256-colour AGA display, interlevel animations, six layers of parallax scrolling, numerous sub-games, huge end-level bosses, a great CD soundtrack and no less than 60 levels divided into six worlds. Marvin himself is a pizza delivery boy who must deliver a pepperoni pizza, with extra cheese, to a kidnapped professor! It all adds up to a lot of fun and with all the music tracks will practically fill the entire CD. As yet there are no plans for an A1200 version, so we've got high hopes for this one.

Left: Walk left & Climb Up (when hanging on ledge).
Right: Walk right & Drop Off (when hanging on ledge).
Red Button: Jump/Open exit door.
Blue Button: Drop through platform.
Green Button: Kick/fire. (If you've collect any Full Moons.)
L/R: Death Roll when pushed while running left or right.
Marvin's Marvellous Adventure will be released in October.

Tower Assault

Team 17
This long-awaited mega-blast merges A1200 Alien Breed II with the Tower Assault update disk for one huge new game. The game kicks off with a stunning FMV intro which is better than the start of Babylon 5, then opens up into the one or two-player overhead view blaster we all know and love. There will also be a new set of level graphics, new map layouts and totally new end-level boss monsters. Our exclusive demo includes three levels, including one of the new dark look levels and gives a very challenging taste of the hyper-intense action to come.

Alien Breed II: Tower Assault will be released in November.
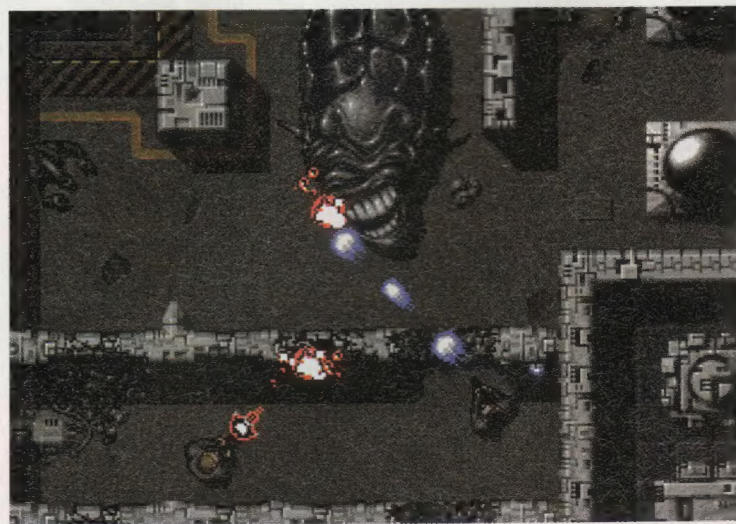
CD inlay

Snip out your label and pop it into the plastic bag on the cover. Slick, eh?

super Stardust

Team 17
(NON-PLAYABLE DEMO)
Production delays have put back the playable demo we were promised to next month, so we've re-run this non-playable one with tunnel sections omitted.
Super Stardust is out now and costs £14.99.
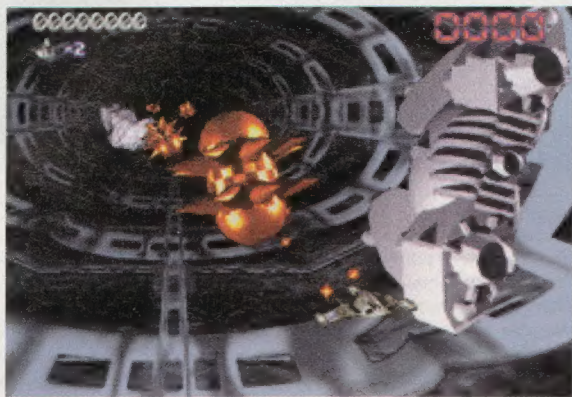
AMIGA CD32 GAMER

COVER DISC •5

Simon The Sorcerer

Adventuresoft
Besides being a pretty good adventure, this is undoubtedly the funniest CD32 game ever with a totally hilarious soundtrack voiced by Red Dwarf's Chris (Rimmer) Barrie and some of the actors from Spitting Image. After picking up a Gamer Gold last month, work has already begun on a sequel (see page 11) and yet more Simon games seem inevitable. However, this is where it all started and this superbly crafted demo is a great little taster of the full game – which is currently zooming up the sales charts. And if you like what you see, why not check out the special offer in Super Savers (pages 76-77).
Simon The Sorcerer is out now.

Litil Divil

Gremlin
After winning a Gamer Gold last month, the one level demo was perfect for last month's cover CD – except for the fact it didn't work. A bug crept in at the last moment (see below) and caused us horrendous problems, forcing the entire print-run to be stickered with a warning. Fortunately, this month we've ironed out any bugs so you can enjoy the demo as we originally hoped.

In the game, you control Mutt, the Litil Divil himself, who is on a quest for a mystic pizza which will take him through an enormous labyrinth. Each of the game's five levels is a maze in itself, split into Tunnels, Puzzle Rooms and Goodies Rooms. At the end of each level there's a graveyard for less successful Divils – their souls can only be set free if you've collected the right three artifacts from the puzzle rooms.
Tunnels: The control system is very simple. Push forward to walk forward. Left and right make Mutt walk across the screen, while pulling back has Mutt turn around. Pressing red and a D-pad direction make Mutt jump in that direction, while pressing blue calls up an inventory screen. Pressing yellow takes you to the save/load screen which is useless on the demo, since a standard CD32 only allows you to save the level you're on. Treasure, food, keys and other collectibles are automatically picked up by walking over them. As you explore the level is automatically mapped in a small screen over the play window. Press red to kick open a door, but some doors will require a key.
Puzzle Rooms: Due to the huge variety of puzzles it's impossible to give a single set of instructions. Instead the key is to experiment, exploring how the joypad makes Mutt act in a new room. Occasionally you'll need a special object to complete a puzzle, but if in your inventory it will automatically be used if you press the right button.
Goodies Rooms: Situated near the start of every level, these contain various objects, some of which are essential to solving particular puzzle rooms. Select the object you want and press red to buy it – so long as you've got enough gold.
Litil Divil *is out now.*
NB: This version definitely does work! The previous version crashed because of a 1K memory problem caused by the 'Litil Divil is loading' message. However, you could get it loading if you had a mouse. By resetting and holding down both mouse buttons you get the Amiga Early Startup Controls. From here you can select an NTSC display which enables the demo to work perfectly, although you do need a monitor or SCART TV to handle the NTSC signal.

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faulty discs

If you have any problems with your disc, please contact:
PC Wise, Dowlais Top Business Park, Merthyr Tydfil, Mid Glamorgan, CF48 2YY. Tel: 0685 350505.
Please do not send any faulty disks back to Paragon as we will not be able to deal with them!

Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun.
Multi Media Machine can be contacted direct on 0204 383688 and are always interested in new material.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

P.D. Games

CROAK
Selwyn Stevens
Everyone loves a good *Frogger* clone!

DRIP
Art Skiles
(Keyboard Required)
A one or two-player *Pac-Man* variant.

FIGHTING WARRIORS
Thomas Ip
A very impressive *SFII*-like combat game.

GOBBLIES
Simplistic, but fast and fun maze game.

LEMMINGOIDS
El Caracho
A hilarious and very playable *Asteroids* clone.

Shareware

COPPER
Hai N Truong
[Mouse Required]
A very playable and quite musical *Arkanoid* clone.

DESCENDER
An interesting variation on the *Tempest* coin-op.

EX VIOLENCE
Simon Green
Two-player combat game.

FLIP-IT 18
PC Solutions
[Keyboard & mouse required]
Quite simply the best version of *Othello* available for CD32.
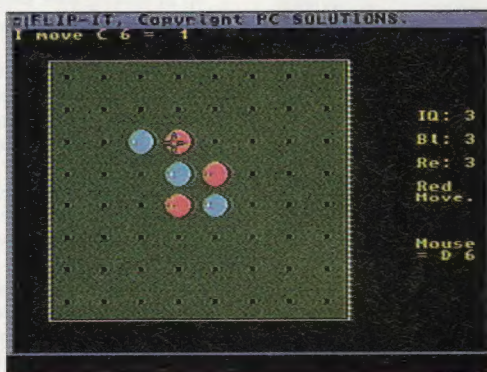
SIMON
Claudio Buraglio
A stylish Simon clone.

Demos

ATF AGILITY
Eric Shwartz
America's top jet gets the mickey taken out of it.

BOAT
Hmm, bizarre.

CANNONBALL MAN
Graham Richards
Fun circus animation.

CHARLEY CAT
Anthony Whitaker
Amusing, Warner Bros-style tale of feline romance.

AMIGA UK – THINK POSITIVE

The future of CD32, the awesome power of CD64 and the death of Commodore

The long wait is nearly over. After months of rumours and false announcements by the time you read this all will be sorted out. According to Commodore, on the 13th October it's all but certain the management buy-out will have happened. With the UK office already buzzing with fresh plans, **DEREK DELA FUENTE** put some hard questions to the proposed head of the new company: **DAVID PLEASANCE** and technical manager **KIERON SUMNER.**

The one accusation constantly levelled at Commodore is their lack of co-operation with the media and secrecy. Nevertheless with a new spirit of openess being promised, I put the questions we all wanted to know the answers to in the first of, hopefully, many meetings with the man himself.... or could it be the last? Thinking positive... A constant request from Mr Amiga.

DP: "Firstly, I cannot understand why you and some of the press have been so negative regarding Commodore. The questions you put to me last time were not very positive and the list I can see in front of me is the same. Have you a problem?"

Look, I own a 500, 500 plus, 1200 and a CD32. I have supported Commodore for the last 10 years. I am an end user as well. The questions I put to you are the ones everyone wants to know. You want me to be positive but how can I? I see it as it is. Of course, I want Commodore to survive, but at present no one knows what is going on. Hence my visit! It is up to you to convince me and all the public and readers that you are still a force to be reckoned with!

So can you now tell us exactly who is in charge and your strategy moving towards Christmas?

DP: "Well at this moment the liquidators are in charge but the UK company is run by myself and Colin Proudfoot... Regarding an announcement, I was in New York last week for a day with our investors. The results were that we have increased our offer and that now, as far as I am aware, ours is the lead bid and what has happened is that the lawyers and liquidators are in the Philippines to try and sort out a problem there with the inventory... I am hopeful and so are the people involved that the US courts will drop the matter and things will move faster. Yes it had gone on longer than Dallas.

"The fact it has gone on for so long is not of our doing. A company has just come in with a bid at the last minute and messed things up... It has to be one bid for everything. My personal belief is that the liquidator would like it to go to us for we have the best set up, etc. He cannot be seen to be giving preferential treatment to us so he has brought in another office to evaluate all the offers so that he himself is covered. Its a question of the new person evaluating things and supporting the liquidator's decision.

"Another reason it has gone on for so long is originally we were asked to bid on the inventory and component parts in the Philipines and then we were told they could not deliver so we had to forecast again and all this takes time. In effect we were working fast and correctly but problems always came up.

"There are hundreds of component parts... We have now decided purely because of the components that we shall initially produce less 1200s and 32s and more 4000s because there are less parts in this machine. The 4000 will make up the main revenue - initially.

"Everyone must be seen to be doing the correct thing. I am VERY OPTIMISTIC. Already we have sent out invitations to the new launch!

"There will be a shortage of products in the UK let alone Europe but most countries will get limited supplies. As long as the message that Amiga has a future either with us or someone else is conveyed to the public then we can move on. As long as I can get a message out to the pubic in the next 2 or 3 weeks that Commodore's future is assured then people will wait for products. We are not dependent on a good Christmas. Our first year starts in November so it will encompass Christmas '95."

Will the new company be called Commodore?

DP: "We will not be called Commodore. We like the name Amiga International and our investors like The Amiga Corporation. There will be a whole different approach from us including a new livery, which is all being designed as we speak. The lead language is Amiga and not Commodore."

What new products can we look forward to?

DP: "There will be nothing new before Christmas but probably a few months after you will see the 4000 Tower. We currently have 17 engineers in West Chester, whose minimum service is 7 years and most is 12 years, and it is our intention to increase that to 60 people as soon as we can – two months realistically speaking. They will be split into 2 teams, one to support the current technology and to produce derivatives from it. They will, for example, bring out the 1200 CD drive and CD32 expansion box. Both of those products will be out by March as both have already been designed.

"I have also given them some tasks to look at for the near future. I can tell you now that the AAA chipset has been canned. Although it has been finished, there's no operating system and producing one would take 18 months – by which time we could be working on RISC technology. Which leads me on to the second team which would be solely working on RISC technology.

"Our intention is to have 64bit RISC game console with a quad-speed CD-ROM, a home computer and a top end workstation. To give you some idea of the power of the machine, we believe of all the new machines Nintendo's Ultra 64 has the best specs. Our machine will have a performance ratio 20 times more powerful than that machine.

> ## "Our machine will have a performance ratio 20 times more powerful than Ultra 64."
> ## David Pleasance

"We also intend to fully support the development of software because we see it as a viable way to not only support the hardware but to actually earn revenue. So we shall be co-funding development and sharing in the profits on the basis they develop on the CD32 and then migrate these products onto other platforms. It really is an incentive for all the companies to work on the machine for they will not be risking a large amount of money. In other words we take away the risk!"

What has been the feedback from software houses? Can you name major companies developing CD32-only titles?

DP: "The level of support we have from publishers has never been so strong and they are all supporting us. The list of games in production is very impressive. The fact that a good number of companies will be displaying at the Amiga Show in December highlights their support."

KS: "There are a few companies that are holding back as far as actually releasing titles, although having spoken to most of the major companies we

know that the games are nearly completed. A majority of the software companies are now producing less and less floppy versions and cartridges and are concentrating on CD. They are going to go with the CD32. They are just waiting for an announcement. The fact we haven't done anything in the States is also a concern to them but we have total support and the catalogue of proposed games looks very impressive.

Kieron Sumner, big cheese.

"When we start to become active in the States, which we will, things will change. I am in contact with all the major companies on a daily basis and NO ONE has actually said they are NOT going to do anything on the Amiga. It is just they are waiting to see - none of them have actually stopped development. I know at least two or three who I met at the ECTS who are waiting to release products but will do that when we make an official announcement regarding Amiga UK. Another good thing is that because they have had a year to develop games most of them are CD based. I have a list of 100 titles planned so it looks good from our side. Yes people have been cautious but as soon as they get positive news the taps will open. Look at the charts, which machine is selling the best... Amiga.

"To continue on releases there may also be a new budget range from MicroProse. We have come up with a two tier system so that it is advantageous for companies to release budget and old games on CD32. People pay Commodore a royalty rate and for the budget range they pay less, I do not think we could be more reasonable. Ocean are also releasing a budget range and the cheapest will be £9.99. Even the dearest will only be £19.99 for top back catalog titles. There are also lots of CD 32 specific titles!"

If you had to decide to buy either an A1200 with CD drive or CD32 with keyboard etc, which would you choose?
DP: "CD32 with a keyboard because of FMV which will

become even more important despite what some magazines may say [regarding FMV]."

It's a fact that all the latest games are derivatives on the *Doom* theme and the Amiga machines cannot support these programmes as the processor and chipset is not up to it. Although the Amiga can emulate the Pixar screen format it is slow. How can you rectify this so that it can compete with the new range of machines that are out or on their way?
DP: "Don't tell me that isn't ****** negative. That is the most negative thing I have ever heard. *Doom* can work on the Amiga. Look *Doom* is running mostly on DX2 PCs which cost five times as much as the Amiga. How can you even ask a question of this type. It's outrageous."

The current trend of games revolve around the *Doom* style. It is a fact that the machine cannot cope with the screen updates. People are buying machines to play this type of game! The mere fact that developers on the Amiga say it cannot be done surely means something.
DP: "Rubbish, it can!"
KS: "These type of games can be achieved on the 1200/32, both *Doom* and *Wolfenstein*. In fact the games are in development. I cannot understand David is getting annoyed. People say they cannot be done, I do not know why this is said because it *is* possible. We are speaking to several people that have a *Doom*-style licence and some of the people that have written the code so we can place it on the Amiga! I would have worded your question differently."

The writing's on the wall for Commodore – the new company will be called Amiga International.

Well you have answered the question and isn't that positive! Moving on, can you see Commodore becoming a major force? Could it happen that you are perceived as an Acorn-type company?
DP: "I have answered all the questions apart from one, I do not think we will be perceived as an Acorn company. A very negative question. The only link with Acorn is that large oaks will grow from it!"

How long will it be before Commodore are seen to be up and running properly? Will there be any kind of relaunch?
DP: "October the 13th is Relaunch day! Rumours are wonderful, masturbation stuff for most people...

"To be honest Commodore up until now have deserved all they got for they have kept things too secretive. Even top management have not known the overall picture. Things are changing. We have placed news on major bulletin boards regarding what is happening and we only tell the truth. I am hoping that all the bullshit will stop and people will take note of what we say." □

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CD32 – DOOMED!

i D software's *Doom* is undoubtedly one of the year's biggest releases, a blood-splattered first person shoot-'em-up which has caused a storm. Requiring a super-powerful PC to run, most people thought an Amiga version would be impossible. Fortunately, some top Amiga developers believe otherwise. Team 17 are known to have acquired a very slick 3D engine for a *Doom*-type game, but the first clone to hit the shelves will almost certainly come from Apache Software. Called *Death Masque* it inevitably lacks *Doom*'s staircase effects and texture mapping, but it runs as fast as you could want. The best feature is undoubtedly a great splitscreen effect for brilliant two-player fun. We'll have more news on this as it develops, so stick with us for all the most exciting exclusives!

GOOD AS GOLF

A fter long ignoring the CD32, US Gold seem to set to make every golf fanatic's Christmas with *World Cup Golf*. Developed solely for CD machines, this in-depth sim features near photo-realistic graphics which have been widely praised as the best yet. There's masses of options, fly-by previews of each hole and sophisticated AI for your computer opponents. The game is set on in Puerto Rico, a Caribbean island which is part of the United States. This is where the 40th anniversary of World Cup Golf will take place and US Gold's game is a realistic simulation of its famous Dorado Beach Golf Club. Due out toward Xmas, the CD32 game will cost £29.99 and will be fully previewed soon.

WE WANT BLOOD

A miga veterans will remember a very strange, very beautiful game called *Captain Blood*. An adult, serious-minded adventure set in space it won masses of praise for its superb graphics and imaginative content. The man behind it was Philip Ulrich and Infogrames were so impressed they set-up the Exxos label for his games. Unfortunately, after a string of hits including the superb *Purple Saturn Day* Ulrich left to set up Cryo. While the new company is producing some gorgeous games, such as *MegaRace*, none have matched the otherworldly charm of *Captain Blood* – until now. A belated promotion has led to *Commander Blood*, an ambitious sequel which once again has the player cruising through space on an epic adventure. There are over 50 planets to explore, black holes to fly through and alien races to communicate with. The objective of the game is take your passenger to see the Big Bang and uncover the secrets of the universe. This passenger is a very old man whose identity is one of the key twists of the game. Players who remember the frustrations of the previous game's bizarre, truly alien icon communication system will be glad to know this passenger will help out at key moments.
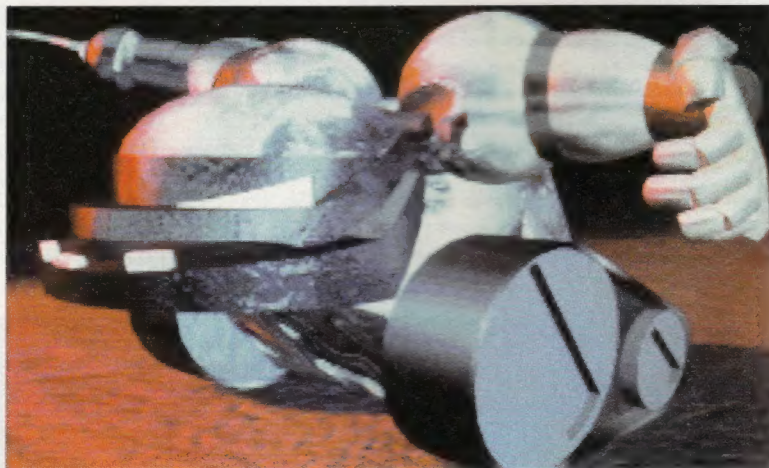
The game begins with you coming out a black hole in an unknown universe. As you'll explore you discover alien races with special needs. Poor aliens ask you to find food or drink, so you must look for that which will begin yet more mini-quests. Some quests will involve time-travelling which poses all sorts of intricate problems.

Overall this looks like one of the most exciting and original games around. While the lead development machine is PC, Cryo have a CD32 version planned and are currently in discussion with a leading software house to publish the game. We'll bring you the full story as soon as a release date is pencilled in. □

Previews

Simon
The Sorcerer II

The combination of Mike Woodruff's jokes, Chris Barrie's voice and massed ranks of graphic artists seems set to produce a series that will run and run. After all, the only competition *Simon 1* has for being the CD32's funniest game ever is, of course, *Simon 2*!

With the first game receiving a Gamer Gold only last issue, talk of a sequel might seem a bit premature. However, the originally floppy-based *Simon* was coded over six months before the CD version appeared and since then Adventuresoft has grown significantly. While the first game made do with four graphic artists, *Simon The Sorcerer 2* has seven full time artists slaving over what will be a considerably bigger game.

Adventuresoft's director, Mike Woodruff, promises that "The style will remain the same, but everything will be different... We've never yet produced a perfect product. We're always looking for ways to improve our games, and if another product uses something we feel could be an improvement, we incorporate it into the game."

Superbly detailed graphics were undoubtedly a strongpoint of the original, but enhancements are promised for the new game which will include extra background animation and scrolling backdrops. One of the most radical changes will be the replacement of the command verbs and cursor with icons. This follows the current fashion, but the original magic map idea is being expanded. As before this will allow you to instantly teleport between locations – saving on monotonous tramping about – and all of the locations will be useful for the game. No pretty but irrelevant scenery this time around.
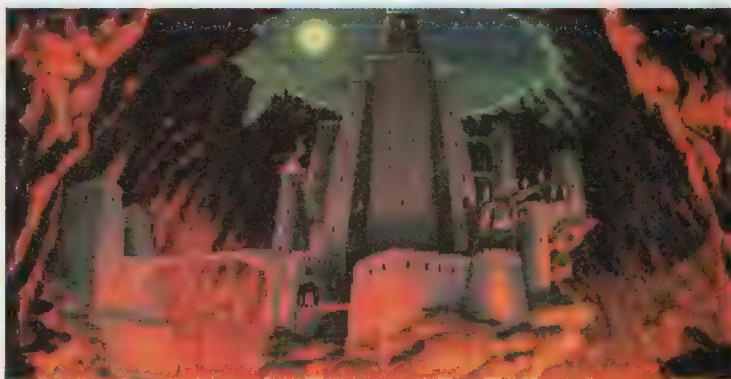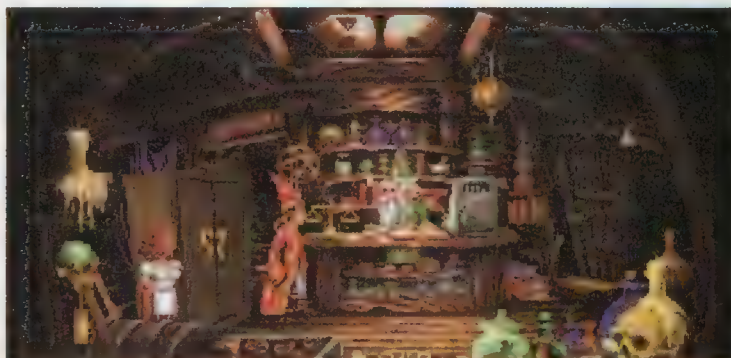
The basic game engine, originally developed for Horrorsoft, has been retained but this time the CD version will come first. Red Dwarf's Chris Barrie will be back with most of the other voice actors from the original and Mike promises the jokes will be even funnier. Once again the AGA version will be a straight port of the 256-colour PC version and the CD32 game should be out first. "I would love the floppy market to disappear tomorrow," Woodruff comments but an A1200 version will appear – on no less than twelve disks!

The actual plotline follows on closely from *Simon 1*, so we won't go into that too deeply since many of you are no doubt still immersed in its problems, but we can say that this time Simon is slightly older. This is a nice idea, but with all the inevitable sequels, Simon might end up the world's first OAP videogame star if he's not careful! □ **SSW**

Preview
PUBLISHER: Adventuresoft ■ PRICE: £TBA
DEVELOPER: In-house ■ RELEASE DATE: Christmas '94

The Big Engine

The Hidden are one of the few development teams to have used the CD32 to full effect. *Donk* may have not been everyone's cup of tea, but there's no doubting the CD32 version had a lot more than the A1200 version. Their next game is currently being developed specifically for CD32, with the A1200 game to be a cutdown version. Derek Dela Fuente tracked down the 3-man Hidden team and put designer Craig Howard under the spotlight.

DDF: What sort of game is *The Big Engine*?

CH: "Basically it is a hybrid of an arcade racing game and a racing car simulation which will incorporate all the best elements of *F1 GP*, *Super Sprint* and *Super Off-Road*. What sets it apart from those games is its depth. There are a full 16 Formula 1 circuits and we have researched them to the point where if you go round at a certain speed, you'll clock up an authentic time. Don't get me wrong, it's not a heavy sim, but why not add as many authentic touches as possible? We've worked hard on the overall approach and the specific car handling so we don't alienate people who wouldn't normally play this type of game. It's more than a racing fan's game!"

DDF: Yes, but we've had loads of top-down racing games. Surely, the mere fact it is an angled racing game limits you?

CH: "No, we believe it should appeal to anyone who owns a 32 or 1200. For example, weather conditions will be implemented subtly with rain gradually building up to a storm. Nothing will be over the top. This adds more variation to the game both in its visual content and the way the cars respond. In wet conditions it's best to make a pitstop and change to slicks. In car telemetry will ensure the player knows when to pit for more fuel, a change of tyres, etc. The actual set-up of the car will also play an important part and getting this right in the garage gives you a better chance on the track. At the end of the day, it is the player's skill that is paramount but we've included five skill settings so you can get accustomed to the controls.

"Top-down racing games are usually quite primitive and I think we'll be the first to actually recreate all the tracks. *TBE* is also more isometric than top down and we've taken care of every detail. When you hit a wall your car will lose some bodywork and this will become a hindrance to other cars following. The debris will stay there until a marshall can move it off.

"There are also an array of multi-play options, from single player to four simultaneously. On the A1200 we can use a four-way adaptor and at present we are talking to Commodore regarding a gadget that will give the same option on CD32. The set-up could be split-screen and it will not look as squashed as *Donk* – we have literally just split the screen in half. Other people prefer a single screen so we have implemented a system so that if you car falls behind it will be kept with the rest. To ensure you get back into contention you must not touch the border marks, for you will constantly be losing time. This may sound a mite complex but everything will flow and move without glitching and is cohesively put together.

"In all there are 20 different teams to choose from and the AI has been worked out so that no-one has any advantage, although each car will respond in a different way. Normally on car games the programmers have computer controlled players who are good at bends and others who are fast on straights. We have steered clear of this approach and feel we have addressed things in a more authentic manner. It's a question of balance."
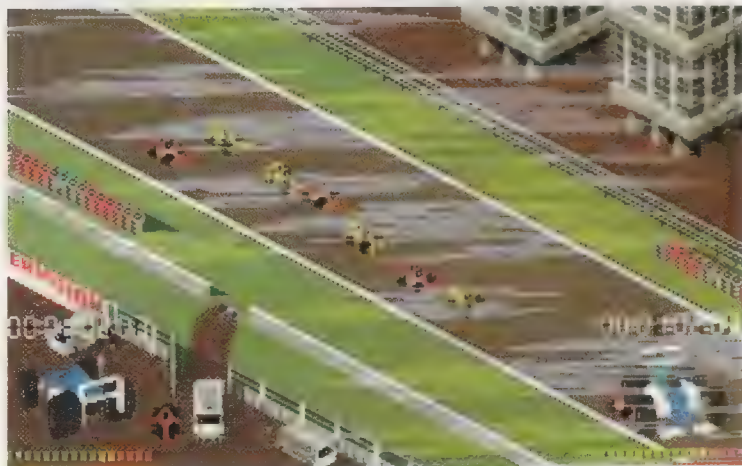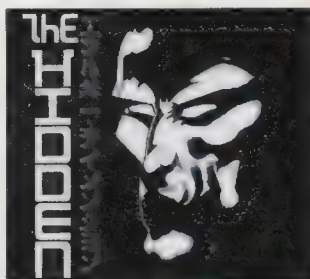
DDF: So it's all not just a question of fast and slow!

CH: "With all the parameters for a car, the player's ability, the strategic side of knowing when to pit, taking into account the weather and other drivers, the fact you can even blow an engine if you push too hard, there's a lot in *The Big Engine*.

"In effect we believe that *TBE* is the essence of arcade gameplay. A playable fun game with a strong challenge. It will using the CD32's full palette and the CD for extra sound. Any sceptics out there can look forward to a playable demo track for your mag. You'll see it will play just as good as I've said, if not better!" □ **SSW**

Baldy

By the end of the year Creative Edge will hopefully be in the same league as Bullfrog, DMA Design and Sensible Software. What they have going for them is a great deal of expertise and experience, programming on very format from standard Amiga to all CD formats. They know what the public want and have a game in the making that could be the hottest item of the year. With some stunning claymations for an intro and superb in-game graphics, Derek Dela Fuente reports himself to be well impressed.

to the more eccentric Scientist and Giant. These will all troop about performing their tasks unless the plays instructs them otherwise, or either the enemy or an act of god intervenes. Expert players will be able to advance their Baldys to a stage where they have their own houses and inventing things like helicopters – which they can use to transport Baldys over mountains or even to bomb the enemy. How you advance to this level to you, some people will prefer to sit back and merely

Pop:263

Pop: 658

*B*aldy is an ambitious mix of games, a 'god'-style game with the inventiveness of *Mega-lo-Mania*, the puzzles of *Lemmings*, the claymation of *Clayfighter* and lots more besides. In the game you must guide your tribe of Baldys through various themed worlds, collecting a wide variety of objects and strategically inventing others as they go along.

Playing against your tribe of Baldys are up to six computer-controlled tribes with the same vision as you regarding tribal domination. The Baldys must therefore dispose of the enemy tribes before moving on to the next world. It all adds up to an sophisticated virtual world, complete with various different Baldy types ranging from the basic Worker and Soldier Baldys,

Pop:96

guide their tribe. Others will take a more active role using selectable inventions. But before you can invent you need to collect, and before you can invent you need to breed and so on. The game includes a sophisticated evolution system with every function or tool the player uses affecting the balance of play, making the game different every time you play. All the characters have their own personalities, taking a nap if bored or hiding under trees if they get upset by rain.

Despite this sophistication, the programmers are keen to make sure Baldy has a fast, arcade feel and are including an interactive help mode to help beginners along with various hints. To ensure challenge there are over 100 worlds with loads of graphical themes/styles, including: Egyptian, Medieval, Futuristic, Cutey Mushroom, Jungle and plenty of different enemies too. Most impressive of all, at this stage, are the claymation sequences scattered throughout the game. Painstakingly produced by an outside team, using stop-go animation, these provide an irresistible introduction to an intriguingly original and innovative game. □ **SSW**

UFO: Enemy Unknown

Lights in the sky, mysterious power failures and amorous extraterrestrial have plagued the world's media ever since WWII. There's been countless movies, TV shows and books, but can any of them really compare to the experience that is Mythos Games' *UFO*?

While most people who keep reworking the same game over and over are ridiculed, Julian Gollop is a singular exception. His tactical combat system has long been recognised as the most playable and addictive strategy system ever. Beginning with *Rebelstar Raiders* in 1984, he's produced a stream of games which have continually improved on that one game, attracting an ever growing legion of fans. *UFO* began as simply a sequel to *Laser Squad*, itself a relatively straightforward development of *Rebelstar*. However when this "little ST game" was shown to MicroProse they suggested a switch to PC and Amiga which was to lead to radical changes. The game soon expanded far beyond its original design, the combat sections becoming more sophisticated in both graphics and gameplay, while a bold new strategy game was developed to provide an overall structure.

In *UFO* you're in charge of Xcomm, an elite organisation funded by all the world's governments and charged with resisting alien attacks. It's up to you setup bases from which interceptors can be launched, scientific research undertaken and combat teams assembled. When a UFO attack begins you must guide the interceptors to their targets and, if successful, despatch troop carriers to investigate the crash sites. This is where the game switches to the classic tactical combat subgame. This adopts an isometric perspective and gives you turns during which you can move troops and target weapons. The latter are imaginatively varied and the most powerful deliver impressive fireworks.

If you're successful, alien corpses can be recovered and taken back to base for macabre autopsies. These can give you valuable information on the aliens, while the weapons can be examined to help your own weapons research program. This strategy side to the game is full of rich details, like the way it's advisable to put bases in countries like the USA. Since America contributes the most money, defending it is critical to keeping your funding secure!

It all adds up to an awesome game and it won rave reviews on the PC early in the year. Sadly, the Amiga version was dropped by Julian's Mythos Games development team but MicroProse have got their own inhouse team on it. The A1200 version is virtually complete, but CD32 tweaks will delay that version until later in the year. The save game poses a particular problem with so much game data, so Julian himself has been asked to oversee it. At the moment the system involves limiting the number of bases a player can build to three. Julian hopes it won't affect gameplay too much: "Some players complete the game with just one base, so it depends on your tactics. For most people it'll probably make the game a bit more challenging." As for the various disk drive add-ons for CD32, Julian was unaware any had been released. When informed about the details he enthusiastic about supporting them, but would have to discuss with MicroProse whether it would happen or not.

Julian has seen the A1200 version and despite the huge size of the PC version, about the only thing that's been lost from the Amiga game is some lightsource shading on combat graphics. On the plus side there's been longer for playtesting, with some PC bugs ironed out, and of course there's Julian's favourite bit: "Blowing things up! Big explosions!" After vocal agreement from the rest of the team, he adds; "The tactical system, really, that's the heart of the game after all."

Amazingly, at one stage the project was threatened by cancellation when MicroProse was bought up by Spectrum Holobyte. Several other MicroProse projects were axed in the UK, including some development offices, but fortunately *UFO* survived. MicroProse actually played quite a big role in the game's long development, with all the graphics being handled by three of their artists. "We largely left the look of the game to them, although we did insist the Insectoid aliens resembled those which are always appearing in weird American stories. Whitley Streiber's *Communion* and such like. And of course we had to have an Alien-type alien!"

Although your troops are automatically equipped with standard issue firepower, the research labs soon provide additional weaponry such as grenades, rocket launchers, mini-cannons and plasma guns (copied from recovered alien hardware). Ammo ranges from normal bullets to armour piercing, incendiary and wall demolishing high-explosive. You can send troops for Psionic training to use ESP as a weapon!

In this shot your soldier has got control of a tank. Although all the control icons look daunting, a few hours play soon makes everyone quite obvious and user-friendly. The various controls allow you to select different soldiers and have them climbing ladders, changing their equipment, kneeling (to take cover), throwing grenades (with variable timers) and making either aimed or snap shots. You can also access data on soldiers such as their health, accuracy and morale.

Despite such inspiration, Julian actually hadn't seen Gerry Anderson's 1970s *UFO* TV series before writing the game, despite the identical title and scenario. "After we finished I bought one of the videos, but to be honest I found it a bit boring." Just how well the show's stood the test of time is perhaps open to debate, but for fans of the show like me playing the game is a dream come true. Forget those sad Silicon Graphic showreel games, *UFO* is one of the year's true mega-games and the CD32 version can't be missed. □ **SSW**

MYTHOS SOFTOLOGY

Year	Title	Platform
1983	Time Lords	BBC B
1983	Nebula	Spectrum
1984	Rebelstar Raiders	Spectrum
1984	Chaos	Spectrum
1986	Rebel Star	Spectrum, CPC.
1988	Rebel Star II	Spectrum, CPC.
1988	Laser Squad	Spectrum, CPC, C64, ST, Amiga.
1989	Lords Of Chaos	Spectrum, CPC, C64, ST, Amiga.
1994	UFO	PC, A1200, CD32.

Preview

Constructing a base is a complicated business with living quarters, workshops, research labs, aircraft hangers, alien containment rooms and plenty of defensive systems to arrange.

Once a UFO attack begins you must guide your interceptors and select the attack type. Ideally you should aim to bring the UFO down over ground so you can send troops to recover alien hardware.

Sectoid AUTOPSY

The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clues as to how this species can reproduce. They are most probably a genetically engineered species.

The *UFOpaedia* provides masses of fascinating information on your opponents. This genetically engineered creatures looks as if its wandered in from *Communion* or BBC2's *X Files*.

Blood & Gold

After the phenomenal success of *Elite II*, Gametek are planning a mouthwatering array of CD32 releases for early '95. Besides the inevitable *Elite III*, there's a some exciting PC conversions spearheaded by the awesome *BloodNet*.

BloodNet

One of the year's most stylish PC games will look even better on CD32 with new, higher res graphics. Above you can see a Cyberspace Well. If you have the correct access code, this will give you vital information.

When William Gibson followed up his classic cyberpunk novel *Neuromancer*, he took inspiration from Arthur C. Clarke's maxim: 'Any sufficiently advanced technology will appear to be magic.' In *Count Zero*, the magic was voodoo, in *BloodNet* it's vampirism.

Ransom Stark is a cyberspace mercenary, a technologically-hip PI whose latest case involves a typically fatal femme in this videogame noir. Her companion, Abraham Van Helsing, turns out to be a vampire lord who soon has his fangs in Stark's neck. At this point the plot opens up with delightful complexity.

Stark used to work for TransTech, one of the giant corporations that rule the world in 2094. He was sacked when overuse of cyberspace left him unable to distinguish between conventional reality and and its cyberspace counterpart — the perfectly titled Hopkins-Brie Ontology Syndrome. Stark was left to the streets, which ironically provided a cure, a street gang taking him to Dierdre Tackett. This bizarrely named angel of mercy cured him with a brain implant, which also turns out to give limited immunity against vampirism. And by limited I mean three days.

The most intriguing part of the game is undoubtedly the vampirism because even in its limited form Stark is still infected with bloodlust. To stay alive he must kill - if he doesn't he'll either die or go insane and attack anyone, even a friend. Moreover, while the game is heavily populated by sleazy characters none are wholly bad and many have useful information. Choosing who to kill and when is a critical moral and gameplay element. Such macabre decisions are vital not only to Stark, but Tackett as well. The game opens with Stark in her lab, blood scrawled across the floor

warning he'll be next. Stark must save not only his own humanity, but Tackett too.

It's a quest which will have Stark trawling though ghettos packed with street gangs, hackers and vampires, besides venturing into TransTech's cyberspace. This is split into a virtual plane — for communication with other people — and Wells which offer infodumps which can only be accessed if you have the correct codes. Anyone messing around with either is subject to being punished by death or brain damage, which is not to forget that Stark's syndrome means overexposure will result in a relapse. There are few games to offer a hero bordering on madness is so many different ways!

The RPG side of *BloodNet* is shown by Stark's detailed stats. These include everything from bribery to leadership to firearms skills and cybercloaking! Best of all is bloodlust, when this reaches 100% watch out!

TO DIE FOR

Usually the games with the most intriguing storylines have the most prosaic graphics, but this certainly isn't the case here. The original PC game was widely praised for its stylish depiction of Manhatten 2049, both for the Blade Runner street scene and the surreal cyberspace world. For the Amiga the graphics have been redone and are even better with sharper

Secretive conversations in seedy bars with glamorous babes are an integral part of Bloodnet. Here ex-colleague Ryana Fizz remembers the old days at TransTech and offers help with your quest.

definition. The city is depicted with a real sense of atmosphere, from the hellish overview to individual rooms begrimed with blood and dirt. Rich apartments, by contrast, glow with opulent wealth while cyberspace has a surreal sheen and sense of imagination. Control icons are nicely detailed, while individual characters are given attractive cameo pictures which overlay the action at appropriate times. In-game movement is made more realistic by the now almost standard rotoscoped animation.

Beneath the pretty pictures, the scenario's promise is fullfilled by a particularly sophisticated game. Although at first glance it appears to be simply another graphic adventure, like say Beneath A Steel Sky, it's actually more of a role-

Cyberspace plays host to many weird and wonderful sights. Here Stark takes part in an arcade-style struggle with TransTech security. Fail and you get brain damange!

playing game. Your character is represented by a hefty set of statistics, which can be enhanced through experience, and there's also a large array of equipment up for grabs. High tech weapons can be bought, stolen or built, while decks for hacking into cyberspace have plenty of sockets for upgrade chips.

You can also recruit other characters and just like in your usual fantasy RPG getting a balanced team is crucial. You must be able to put up a good fight both with Uzis and cybernetic viruses.

As with most RPGs combat is a sophisticated business, in BloodNet it takes place in turns with you responsible for moving team members, selecting weapons and targetting. Messages keep you updated on what's happening and in fact it's only during combat when other team members appear, otherwise they just invisibly follow. If combat seems daunting, you can get let the computer handle it all.

Even with combat turned off, BloodNet is a complicated game and referring to the manual is a must. Besides learning how to use your deck, you must also be able to produce designer drugs and jury-rig devices out of var-

The game begins with a typically grotesque flourish, a message written in blood greeting Stark with the warning he's 'next'. This is the lab where Stark's sanity was saved by Dierdre Tackett. Now he must try to repay his debt to her by rescuing her from 21st century vampires.
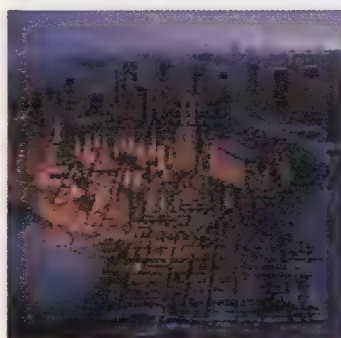
ious unlikely pieces of junk. The control system itself takes some getting used to, but for anyone interested in cyberpunk or in-depth, original gameplay BloodNet is going to be unmissable. Lots of games claim to be adultthemed just because there's a bit of gore or sex spicing up mundane gameplay but BloodNet offers the promise of a truly mature RPG adventure with some deliciously macabre conundrums. □

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Frontier: First Encounters

After the enormous success of *Elite II* - over 200,000 sales ensuring it won the 1993 Gallup Best Sellers Award - David Braben set up Frontier Development Limited for a series of 'extensions. *First Encounters* is the first episode in what's planned to be continuous development of videogaming's most sophisticated game engine.

The most dramatic new feature is the reappearance of the Thargoids. This aggressive alien race were a big force in the original game, but went mysteriously missing for the sequel – apparently due to interstellar war. In *First Encounters*, Braben has programmed in their home planet, which appears beyond the edge of *Elite II's* astronomically correct universe. A lengthy mission with various different solutions has been hand-coded to take you right into the heart of the Thargoid empire.

Other improvements include additional ships, doubling the previous number, with extra features such new weapons, navigation aids, satellite jammers and longer range engines – many of which will be critical to the new Alien Mission.

The game engine is also being tweaked, especially as regards combat which will be enhanced to offer enhanced kill rates and more multiple ship combat situations. This more dramatic structure will no doubt generate headlines for in-game news journals, designed to report your various actions, from assassinations to record transport runs. Although there are no plans to alter the graphics, let's hope this time at least we get real CD music! Either way this is undoubtedly one of the biggest releases of 1995.

***First Encounters* is due in February 1995.**
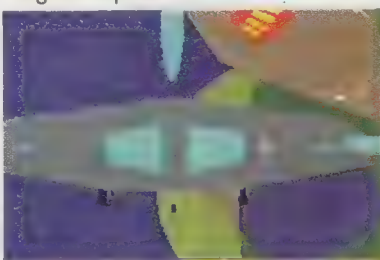
ops – you can even join the rebels if you want.

In-game combat is relatively conventional and limited to space, although there are some nebular clouds and meteors to add spice to dogfighting. You also have wing-men available who, on the easy setting, take out plenty of enemy fighters. One particularly neat feature is how you can capture alien vessels: if an enemy is defeated you can use a tractor beam to recover it and then use it as your own. There are eleven different ships, each

Star Crusader

This fascinating sci-fi game has just been released on the PC and is gathering acclaim for its in-depth gameplay. You play the part of Gorene, an imperialist star crusader bent on domination of the galaxy. Resistance comes from a ragtag bunch of aliens who have grouped together in a loose alliance. As the game unfolds, the strategic impact of your missions is shown on a detailed battlemap. There are apparently hundreds of missions on offer and it's entirely up to you how your character devel-

with their own handling characteristics, to use in the game. According to Gametek, the rich storyline and multiple endings mean you'll keep playing the game even when you've completed it. Amiga programming is still at an early stage, so screenshots are of a near identical PC version, but Gametek are confident of making their release date. With a professionally composed music score, it seems perfect for CD32. □ **SSW**
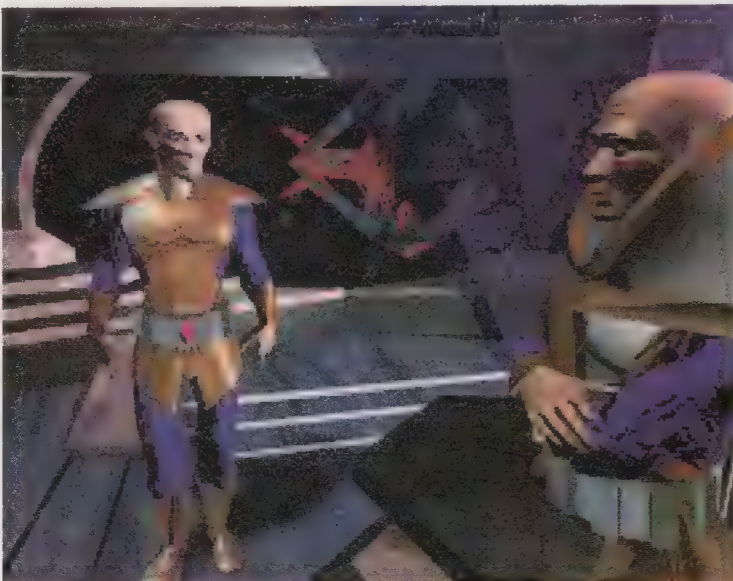
ZCL ZAPPO CD1200?

Number one in the wish-list of many A1200 owners is undoubtedly a CD32-compatible CD-ROM drive. While Commodore initially claimed it was impossible, ZCL and Archos have teamed up to deliver a very clever piece of kit.

While it's trendy to dismiss the CD32 as an A1200 with CD-ROM glued on, this is far from the truth. When the CD32 was being developed Commodore was very conscious of the emerging VideoCD standard. Adapting the A1200 chipset to accept an MPEG upgrade meant redesigning the motherboard with a new gate array - including over 10,000 transistors - to handle the enormous data throughput. Commodore also included the brand new Akiko chip, which makes it easier to convert PC graphics to Amiga ones. By comparison, a new 3.1 version of the Kickstart ROM was relatively simple.

Nevertheless, in late 1993 the head of America's Amiga development centre – Lou Eggebrecht - revealed that an A1200 CD-ROM drive was in the works. The electronics had been finished and a case had even been designed, all that was required were a few finishing touches to the software. However, Commodore UK staunchly resisted the idea for four main reasons. Firstly, no-one could figure out to how provide the FMV capability long seen as one of the key selling points of CD32. Secondly, the pricepoint was too close to the CD32 itself. Thirdly, why invest money tooling up production for a new device when you could simply put out a £20 cable connecting a CD32 and A1200? And finally, the new drive would of course be competing with the CD32 and could take away sales.

Unfortunately, A1200 owners proved largely immune to the logic of the CD32 as an upgrade. Whatever the technological advantages, they seemed to want something in a nice cream shade which matched their A1200. So at the Spring ECTS, Commodore UK finally announced the CD1200 drive. No MPEG of course, but a nice cream colour and CD32 capability with Kickstart 3.1 and Akiko chips built-in. The machine was due to be released in September, but within a matter of weeks rumours of Commodore's demise were confirmed with the US-based company going bankrupt on April 29th.

The UK division has kept trading and is currently putting together its long heralded management buy-out. However, production schedules mean the CD1200 and the new A1800 (an A1200 with CD-ROM built-in) will not appear before Spring 1995.

SOFTLY DOES IT

ZCL's Zappo drive was designed to fill this gap and must rank as one of the most ambitious independent products yet. The actual CD Drive is, like the CD32's, a generic piece of hardware originally developed for the PC. In the Zappo's case it's a Mitsumi rather than a Sony drive and the build quality is high with a robust steel case. But the clever bit comes in the way it's connected to an A1200 and how they combine for CD32 emulation. In both departments ZCL has taken a radically different approach to Commodore.

To connect the Zappo to an A1200 ZCL decided to use the PCMCIA slot rather than the trapdoor. Besides leaving free the important trapdoor connection for other upgrades, Zappo's approach enabled them to use their PCMCIA connector to include some

smart control electronics. As for the Akiko and Kickstart chips, ZCL had access to neither and instead had to go for software emulation. Thus the Zappo drive comes with a boot disk which contains a specially modified version of Workbench called Overdrive-CD. Besides providing CD control software, it also has the ability to emulate the Akiko chip via a special program.

Another problem for ZCL was how to mix together the audio output of the CD-ROM and Amiga. In the event they went for a relatively simply solution: at the rear of the CD-ROM are four phono sockets. You plug your Amiga's sound output phono cables into these and the drive handles the mixing, although the output phono cables sadly aren't provided.

To merge sounds spooled off the CD with Amiga sound effects, the Zappo has these four phono sockets: two for the Amiga's output and two to carry out the new, combined signal. Rather stingily, ZCL don't provide any leads.

The PCMCIA slot is where the clever stuff happens. An electronics packed connector enables the A1200 to control the industry standard Mitsumi CD-ROM drive as if it were just another floppy disk drive. ZCL's own Overdrive-CD software emulates both Workbench 3.1 and the legendary Akiko chip.

IN ACTION

For A1200 owners with a hard drive, the Zappo is relatively easy to set up. Overdrive-CD can be installed so you automatically boot up from that. Once installed you simply have to hold down the left mouse button while loading to access a menu from which you can automatically load a CD32 disk. Other users will follow an identical procedure, with the proviso that they must have the Overdrive-CD disk in their floppy drive.

The Overdrive-CD software actually provides two ways of using the CD-ROM, one PC-style DOS-based for conventional CD formats and the other for CD32. There's also an additional two utilities, 'CDDA' and 'Carousel' which allow you to play audio CDs and PhotoCDs respectively. The latter is a standard used by Kodak and many photography shops now allow you to transfer normal photos onto PhotoCDs. And once on PhotoCD, Overdrive-CD enables you to load them into art packages for all sorts of fun. Both of these utilties are very easy to use, with CDDA closely emulating the audio CD player built into the CD32.

The key question, however, has to be CD32 emulation. Software emulation of chips might seem a rather risky and perhaps slow process. In practice, the Zappo works surprisingly well. The first version of the emulation software worked with just about everything, even Psygnosis' *Microcosm* – albeit with some glitches on intro animations. According to ZCL, by being software based they can keep upgrading the system as faults show up. For example, with *Simon The Sorcerer* the speech gets slightly out of synch with the graphics. ZCL claim Overdrive-CD version two will fix this problem, as well as games such as *Zool* and *Nigel Mansell* which wouldn't work at all with system. This new software was just being finished as went to press and should be available by the time you read this. Also due to be fixed are incompatibility problems with memory expansions such as Hawk and Viper, and even broader compatibility with CDTV titles.

Other aspects of the CD32 emulation you can already alter yourself. For example, like a normal CD32, you can use a joystick to play games but a joypad is obviously best. If you haven't got one, the various buttons are emulated by the A1200's function keys. While this is rather cumbersome, you can re-edit the software to change the keys to whatever you want.

CONCLUSION

The Zappo is an ambitious and innovative fix which is already selling like hotcakes. As CD32 partisans we believe the best system is a CD32 with FMV capability which has been expanded into a computer via SX-1. However, if you've already got an A1200 then the Zappo is a very attractive alternative. While it lacks an FMV option, using a CD32 with an A1200 via serial connection is comparatively slow and relatively cumbersome. If you main interest is serious applications, the Zappo gives you a fully functioning double-speed CD-ROM drive, complete with Kodak Photo-CD and audio CD capabilities, plus the option of playing CD32 games for the price of a standard CD-ROM. This is great news for A1200 owners and as it expands the market for CD32 games should be good for CD32 owners too. From next month, we'll have full details of Zappo compatibility with new CD32 titles and, of course, our cover disk will be fully Zappo compatible too. ☐ SSW

Extractors Of The Hanging World Of ZARG

Do you remember *Diggers*? Were you confused? Did you find the game lacking? Were you wanting more from the game? Well if you say yes to at least two of the questions read on. Derek Dela Fuente caught up the game's designer, Toby Simpson, and asked to him explain in own words what his new game is all about.

Extractors is not a follow up to *Diggers*, but is set on the same world, some of the characters are the same and so is the view point, but that is where the similarity ends. What has happened is that many thousand of years ago a rather peaceful and scientific race called the Flinarg were being attacked by the Quarries. Being a passive race they could not defend themselves so they slaved away in their labs and invented an amazing machine which ripped 25 huge chunks of land out of the surface of Zarg and floated them several thousand feet above the surface, out of the reach the marauding Quarries. That is very much the way it stayed for a few thousand years until the Zargon Mineral Trading Company, (the mining company from *Diggers*) thought it would be cool if they could lay their hands on the Flinargeion machine, for it was getting expensive to

mine." (PAUSE FOR A DEEP BREATH) "So to be able to grab the machine, the Quarries made a flying machine and it is your job as the player to go up into the sky and unlock the secret of the Flinarj. Now it just so happened that the Flinarj are far from stupid and have anticipated this move and have installed a shield around the capital which is powered by the other 24 lands. What the player must do is to go to all the 24 lands in turn and find and deactivate the generators. Now that might sound pretty straight forward but using the first generation Zargon flying machine you will find fuel soon runs out. Basically, you need to mine sufficient fuel to be able to move on." (A SWIG OF COKE)
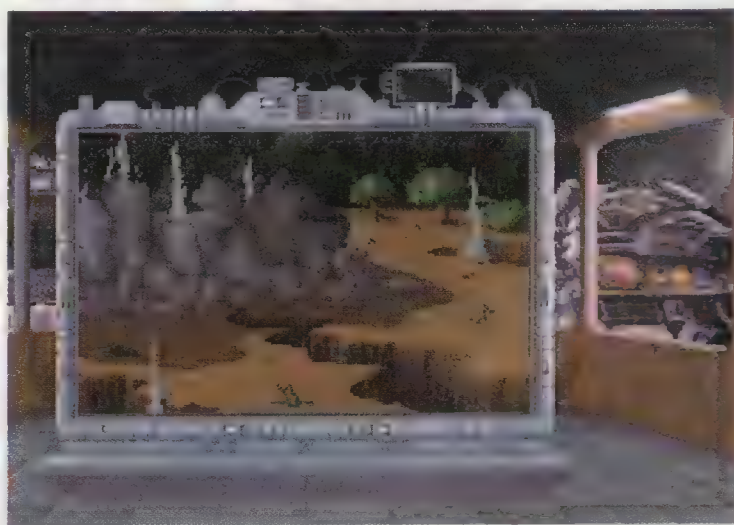
"The game opens up when you progress to deactivating the first of all the generators. One of the problems with *Diggers* was that all you had to do was find jewels and move on - a major shortfall of the game, this has been eliminated from this programme as the goals and objective are well defined with lots more to do. You have to go to all the levels, find the generator, blow it up, find fuel, in addition to that mining for jewels to be

tive is to steal your jewels and generally get in your way. These characters have the highest AI within the game and can even materialise right in front of you and will follow you around. The only way to solve matters will be to buy special weapons to rid the areas of these nuisances. The cast of baddies who will challenge you throughout come in many guises - some in hordes, some that can fly, so in general the game is more exciting. The equipment on hand is as varied as the antagonists and one to grab is the guided missiles, the only catch is they are not too manoeuvrable and need a fairly direct line. Launching in a confine space is a no no." (LAST DEEP BREATH)

"If Diggers appealed to the older games player then this will cross the whole spectrum of users and is a blend of strategy and action, where the shop is the central point of the game to obtain information and buy weapons. To add interest and understanding, lots of windows will appear with information and requests from in game characters. The game is menu driven and will be supplemented with FMV and rendered sequences on CD ROM versions. All in all the game is more solid in every area be it graphics, sound, interaction etc. With a random factor, each level of the game can be played again and again and differing actions will be required, although the prime objectives remain constant.

able to buy equipment and deal with all of the nasties on the varying worlds.

"The game is more intuitive and the computer's AI, which is one of the features that has been intensively worked on, literally guides the player, so at no time should you become confused. Player interaction is a lot higher than Diggers, while actual digging is only a small factor of the game and is not random as before, since you will actually be able to see the jewels you can mine. There isn't a second player/computer, but there are the Privateers which are effectively the computer player and their prime objec-

"If you are still unsure of the game style here is a brief scene setter for level 1. You start by digging in a small cavern where a creature is disguised. You will find jewels there so you can buy some equipment, just enough to defend and to buy a teleporter to be able to move on to an underground world. Here you can place a teleporter so you can move back and forward, for once you have found the generator and blown it up you need to teleport back! This may sound simplistic but that is not the case! The game is laid out meticulously well with the maps being the most important feature of the game - this is where you get information for interaction and understanding the task on hand." ☐ DDF

Public Image Ltd.

A miga owners have enjoyed dipping their toes in the murky waters of the shareware and public domain libraries for years, many finding out that it can amount to little more than a lucky dip, albeit a good and cheap alternative to another full price, over hyped film license. It's something that never really came into play on the consoles, but, considering the pedigree of the CD32 in that it runs off a similar set up to that of the Amiga, it's really no surprise that the PD and Shareware games are being ported over to the CD machine.

Of course, whereas with Amiga software you normally only get a few pieces of software on a disk, the CD32's media allows dozens of programmes. However, what the CD32 doesn't allow (unless you own a CDTV set up or A1200 with CD addition) is PD games that require a keyboard or a mouse. Unfortunately, some of the compilations that are out for the CD32 seem to include programmes that require one or the other. A fault as much of consoles in general (six buttons only go so far!) as of the various software houses that are compiling the disks (a bit of an oversight on their part!).

But what is Public Domain software, and what can you get on the CD32? Well, for the full story, read the separate box elsewhere in this article. Briefly, Public Domain and Shareware are free (with some restrictions), with you only covering the cost of the disk. Unfortunately for CD32 owners, that cost is quite hefty — £19.99. For your money, you get anywhere between 50 and a few hundred games, packages, demos and the like. It's still a bit of a lucky dip — some games are strong, others appalling — but for 20p a game (work it out!), our first batch from Multi Media are good examples of strong compilations.

NOW THAT'S WHAT I CALL GAMES I
MULTI MEDIA MACHINE
£19.95

The first disk from Multi Media contains a few more non-accessible games for joypad-only gamers, but there's still a good selection of titles on offer. From *Air Ace II*, which is a World War I flight shoot 'em up, to *Pac Attack* which is a flip and match game. There's quite a few decent 'platformers' too — there's *Baldy* (no reference to how our editor will look in ten years, I'm assured) and *Elevation*, which takes you up through a building avoiding an elevator, of all things. The simple ideas are always the best...

Another game which took our fancy was *Tsch*, a shareware program that looks rather splendid. All is not good with *Drive Wars*, though — for some unknown reason, you're a disk flying through space and you have to shoot down the bugs. Makes you wonder what the programmer was on when he thought it up. There's also *Arena*, which is a particularly slow boxing game involving robots. The less said about it the better.
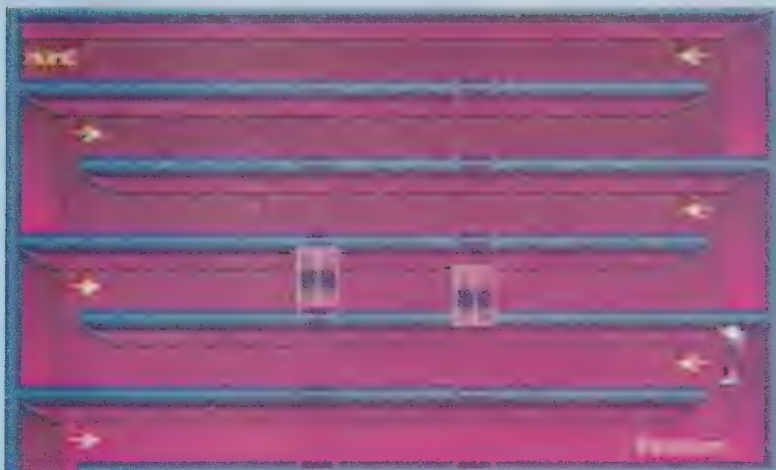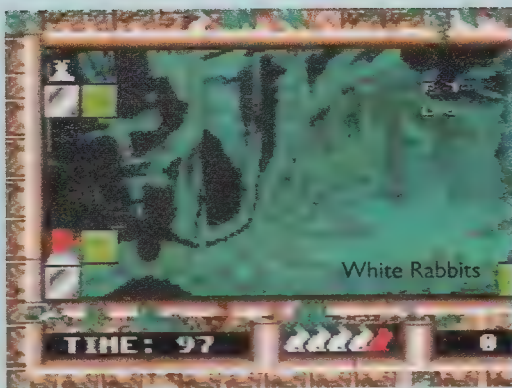
White Rabbits
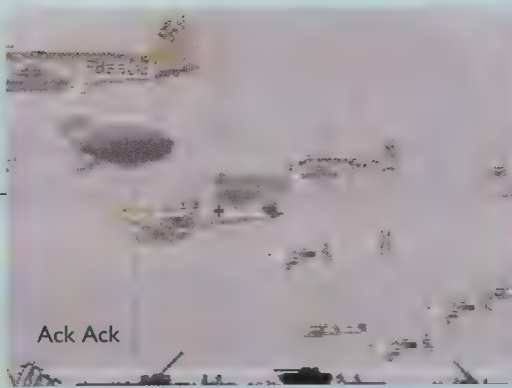
Ack Ack
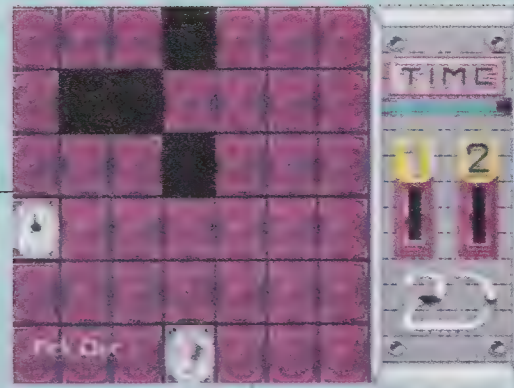
NOW THAT'S... 2
MULTI MEDIA MACHINE
£19.95

The second disk has its moments too. The one game that's fiendishly addictive and worth a few quid alone is XFi. It's very similar to the old arcade game Tron, in that you have to trap the other 'bikes' (or lines as they are) by moving your non-stop beam around the screen (why is it that the more simple games are harder to explain than so-called commercial epics? Answers on a postcard...). Anyway, not only is it very addictive, it's also one of the most difficult games we've ever played, despite hours of trying.

Another game that stood out from the crowd is Transplant, a strangely titled Asteroids clone. It's all big, bright and colourful, with the sprites moving smoothly than in Aliens for example (the latter being a rather poor Space Invaders clone that isn't as good as the one on disk one, rather than anything to do with the film). Then there's the surreal Psycho Santa (oh yes! Let's ruin the little kiddie's Christmas fantasies!!), Descender which is Tempest poorly done and Superleague, a managerial sim which can only be played with a mouse.

Croak

GAMES & GOODIES
MULTI MEDIA MACHINE
£19.95

Disks one and two are getting on a bit now —they've been around for about a year. The third disk from Multi Media is slightly more up to date, which shows in some of the programmes on offer. Bload Runner is, rather unsurprisingly, a Lode Runner clone and a very good one at that, while Dodge em is a very nostalgic blast from the past, in which you need to drive round a small track, collecting all the pips an avoiding the other cars. Great fun!

Alien Bounce drew some unprintable expletives from all who saw it, being one of the worst shoot-'em-ups in existence. Downhill Skier is cool, though, more than making up for any poor games, seeing you ski downhill, avoiding trees, rocks and so on. Hardly inspired, but good fun all the same.

The disks also include demos, with Games and Goodies offering a very good one in White Rabbits demo — the graphics are very impressive. ☐ MS

Downhill Racer

T.JMBLES XXXX☐ T.JMBLES

Psycho Santa

Spot the
DIFFERENCE

There's a small if somewhat important difference between shareware and public domain software.

Public Domain
The author of PD software has waived his rights, allowing you to copy, distribute and use the program however you see fit. Of course, this won't really apply so much on the CD32.

Shareware — With Shareware, you can copy and distribute the program, but, if it's useful and you continue to use it, you must pay the programmer a rather negligible fee ($5 (or £5) upwards). After you register the Shareware, you often get extras such as instruction manuals or program upgrades. It's not unheard of for programmers to make a pretty decent wage out of fairly good Shareware software.

Release dates

OCTOBER

Alien Breed II
Team 17
Overhead-view shoot-'em-up.
Bubble & Squeak
Audiogenic
Cutesy AGA platformer.
Beneath A Steel Sky
Virgin
Highly acclaimed PC graphic adventure.
Dragonstone
Core Design
Overhead-view fantasy RPG with plenty of combat.
Exile
Audiogenic
Classic SF arcade adventure rewritten for CD32.
Jungle Strike
Ocean
Hugely popular Mega Drive isometric shoot-'em-up.

Kingpin
Team 17
Fun bowling sim.
Marvin's Marvellous Adventure
21st Century Ent.
Huge CD32-specific platformer.
PGA European Tour
Ocean
Highly acclaimed Mega Drive golf sim.

Pinky
Millennium
256 colour platformer with slick intro sequence.
Putty Squad
System 3
Novel platformer with lots of puzzles.
Skeleton Krew
Core Design
Isometric 3D shoot-'em-up.
Space Academy
Mindscape
Isometric 3D SF graphic adventure.

Speedball II
Renegade
Brilliant combat sports game upgraded for CD32.
Super Stardust
Team 17
Asteroids, but with stunning new graphics.
UFO
MicroProse
Stunning PC strategy game comes to CD32.

NOVEMBER

ATR
Team 17
One or two-player isometric 3D racer.

Embryo.
Kompart
Flight sim.
Evasive Action
Mindscape
Fun dogfighting from WWI to the 21st Century.
MegaRace
Mindscape
Beautiful looking CD-ROM racer.

Pinball Illusions
21st Century
The sequel to Fantasies introduces multiball play.
Rise Of The Robots
Mirage
Hi-tech combat game with great graphics.
Simon The Sorceror II
Adventuresoft
Fun graphic adventure gets bigger and hopefully better.
Spherical World
Kompart
An Alien Breed-style blaster.

The Clue
Kompart
Puzzle game.
Virtua Chess
Titus
Supremely sophisticated chess sim.
World Cup Golf
US Gold
The best graphics ever, apparently.

DECEMBER

Baldy
Mindscape
Arcade-style puzzle action inspired by Lemmings.

Flight Of The Amazon Queen
Renegade
Acclaimed graphic adventure gets new soundtrack for CD32.
Flink
Psygnosis
A conversion of a hit Mega Drive platformer.
Psycho Pinball
Codemasters
Hi-tech, CD-ROM only steel ball action.
The Sensible World Of Soccer
Renegade
Massive upgrade of great footie.
Tong Dynasty
System 3
Ambitious arcade-adventure.
Adrenaline Factor

1995

Mirage
SF adventure with fantastic 3D graphics.
Bazooka Sue
Krisalis
Oddball cartoony adventure antics.
BloodNet
Gametek
A stylish cyberpunk RPG/adventure.
Cecil And His Chopper
21st Century
A bizarre arcade-puzzler.
Cyberwar
Sales Curve

Stunning CD-ROM only arcade game.
First Encounters
Gametek
A much anticipated development of Elite II.
Fist
Supervision
RPG based on hit Steve Jackson telephone game.
Inferno
Ocean
Fantastic SF combat sim.
King Of Thieves
Team 17
Overhead view shoot-'em-up.
Legends
Krisalis
Time-travelling Zelda-style adventure.
Lost Eden
Virgin
Stunning CD-ROM-only graphic adventure.
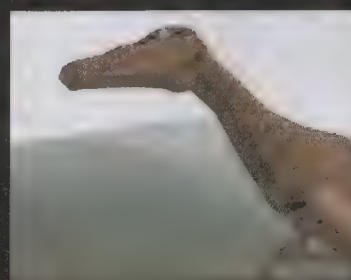
Mental Mayhem
Gremlin Graphics
Yet more alien platformer antics.
Reunion
Grandslam
Galaxy-spanning SF wargame.
Rock 'N' Roll Years
Supervision
Multimedia package with sound and video clips.
Simon The Sorceror 2
Adventuresoft
Bigger, better, funnier?
Star Crusader
Gametek
A Wing Commander-style sci-fi blaster.
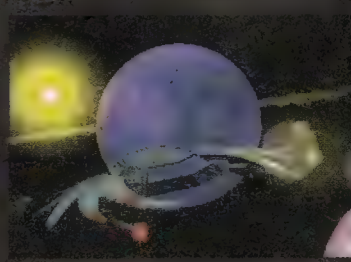
TFX
Ocean
Brilliant arcade-action flight sim.

Universe

After last month's drool over Rolf Mohr's gorgeous artwork, *Universe* had to be one of this issue's most eagerly anticipated games. A superlative CD soundtrack certainly helps set the scene, but does the game really live up to the hype?

CD review

C onsidering *Universe*'s origins as a movie script, it comes as something of a surprise to find the game's opening to be so unoriginal. Boris Verne is the prototypical hero of Children's Foundation movies, young and clean cut but with a perverse desire to fool around with elaborate scientific experiments. Uncle George, it turns out, is a master of quantum physics. In an eyeblink, Boris is transported to an alternate dimension where it so happens that he resembles a long forecast saviour.

From the moment Boris literally drops from the skies above the Pfallenop Cluster the story shifts gear. The parallel dimension is jampacked with the fondly recreated tropes of half-a-dozen sci-fi novels. Hideously ugly aliens trade quips before lasering you, enormous artificial worlds glisten between the stars and a grade A psychopath is bent on universal conquest. *Universe* is a game you want to love.

Sadly, lurking under the lustrous graphics are several serious flaws. 'Point-and-click' graphic adventures have become increasingly popular of late and a large reason for this is the move toward standardised controls. Games like *Dark Seed* or *Beneath A Steel Sky* help the 'pointing' bit along by having the interface icon change shape over usable objects. When graphics are as detailed as we expect these days, it's a good idea to have something which distinguishes between the masses of decorative detail and items which are actually useful. The 'clicking' side of things is helped by having just a few action icons. Whereas in old text adventures you spent ages fumbling over the right word to 'push/slide/move' an object, in the new games clicking on the action button did it all for you. The puzzle element comes from getting the right objects to use in the right places and so on.

Universe ignores both these conventions. The interface icon provides no indication of what you can use – you have to use the 'see' command and click on every item you think likely. Also, controls icons are numerous and often seem to overlap in their functions. These might seem like minor niggles, but in play they're very frustrating. For example, to open a duct you first click on the action you want (open/close, push/pull or use) and then the duct itself. Since the icon doesn't change when you're touching the relevant object, it's often unclear whether or not your action has failed because it's wrong or just because you're not actually touching the item. The graphically dramatic variations in scale mean many items are quite tiny and difficult to spot in the first place. When you add in the complexity of choosing among often similar actions it all gets rather irritating: you often spend more time working out the control interface than the actual puzzle.

Another serious fault is the linear way in which the game is structured. On floppy, the game is technically brilliant as disk accessing is minimal - but the cost of this seems to be a restriction in the game's openness. You can often wander about quite a bit, but there's not that much to do. Most adventures aren't that open under the surface, but *Universe* does surprisingly little to cover this up with minor puzzles. The linear design is probably best illustrated by the conversations. While you often get a choice of three dialogue lines, the outcome is almost always the same. Characters can get offended if you're rude, but they usually give you the items you need anyway.

All these criticisms might seem to make the game hardly worth considering, however *Universe* is far from without merit. For reasons which escape me, adventures often seem to limit themselves as if they're on a *Red Dwarf* budget for scenery. *Beneath A Steel Sky*, for example, has some great graphics but the game is almost totally contained within a few buildings. *Universe*, by contrast, has the imaginative sweep of a whole series of epic 1950s B-movies. Individual scenes have the scale of classic matte paintings, appearing to run on for miles with Boris walking into the distance until he's a minuscule dot. Wheelworld is a particularly brilliant creation, an enormous rotating artificial world which seems to have wandered in from a Larry Niven novel. Then there's the enormous crawler abandoned on a planet, the crazy King Emperor standing on the prow of a starship – you really do feel like you're involved in a truly epic story.

Also impressive are the various action sequences you get drawn into. When the Healer is attacked by some aliens – gruesomely severing his hand – you not only have the aliens whizzing off on their jetpacks, you also have Boris running after them, leaping into his PTV and taking part in a shoot-'em-up chase game. There's not a huge amount of interaction, but it's certainly one of the most memorable scenes I've ever seen in a videogame.

In conclusion, as a conventional adventure game *Universe* is only average, suffering with a clumsy interface system and restricted freedom of movement. It's almost better to regard it as an interactive book or movie, even, a program wherein interaction is limited, but still involving while the overall plot and scenery ensures you won't stop playing until it's finished. Boasting quite probably the most spectacular storyline of any game yet, this certainly deserves recommendation for that alone. ■ **SSW**

Joy Riding

The Kai-Tahn Industries Personal Transport Vehicle, or PTV for short, soon proves invaluable for rocketing you about. Equipped with Ripple-Shielding, Gavric Phasers and Graviton Repulsor engines, the PTV is is perfect for exploring nearby solar systems. Fortunately, despite the daunting cockpit (right), the PTV is exceptionally easy to fly - simply use the central Navigation console to call up a galactic map, from which you can select your next destination. Below, from left, you can see the Launch Bay of a starship (with the most argumentive and useless robot ever), Boris about to make his escape from the Pfallenop Cluster and an attack by aliens more mischievous than harmful. Gadding about the galaxy is good fun, although as with the game as a whole there's little opportunity for sub-quests - you really have to follow one route through to the game's end.
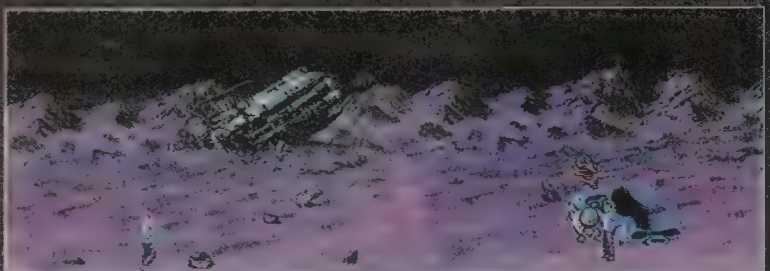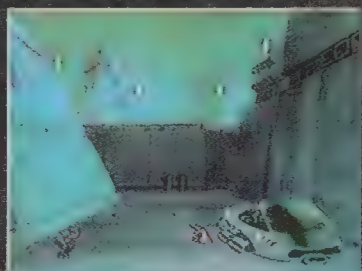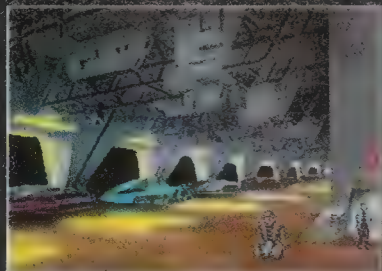
Universe

The mad Emperor King has had this huge suit of golden armour made for the coming war.

- **PUBLISHER:** Core Design
- **PRICE:** £34.99
- **DEVELOPER:** In-house
- **OUT:** Now

As Boris progresses through his adventure, he is subject to weird visions which reveal clues about the violent power-politics he is supposed to resolve. Maybe he really is The Saviour mentioned in the sacred texts.
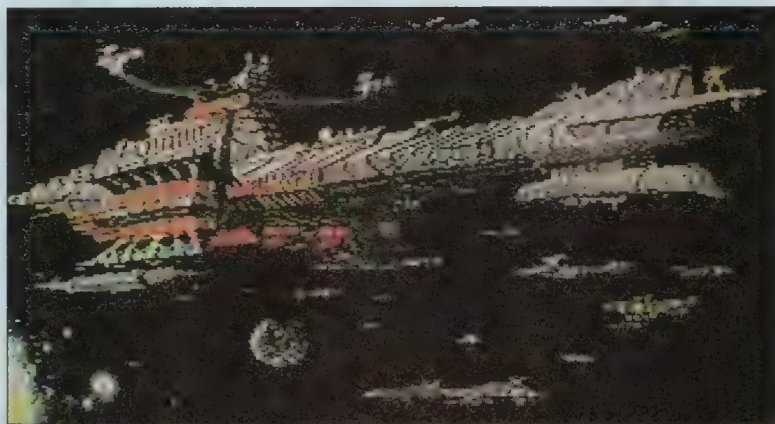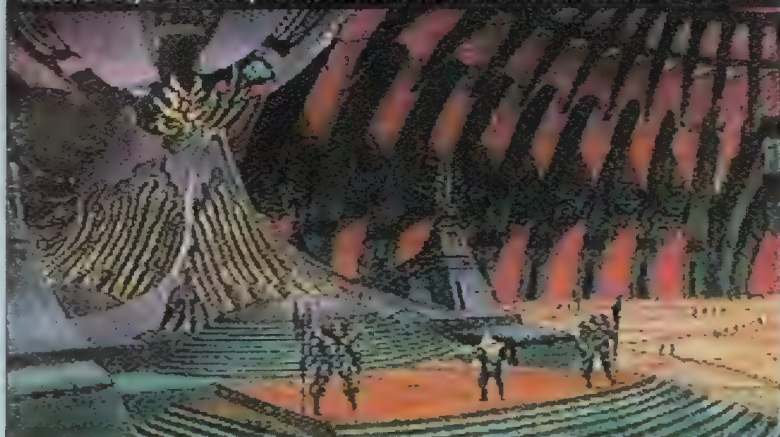
The Emperor King Neiamises, resplendent in his golden battle suit, leads his battle fleet from the prow of its flagship. War has been declared against the Mekalien Empire – a bizarre and technologically advanced civilisation.

Ha Ha!! Too late! I have made good my escape!!

Hold it right there subversive scum!

Taking refuge in this woman's house turns out to be a bad idea when security robots blast their way in, arresting the woman and chasing after you with lasers firing.

OPEN THIS DOOR SUBVERSIVE HUMANOID!
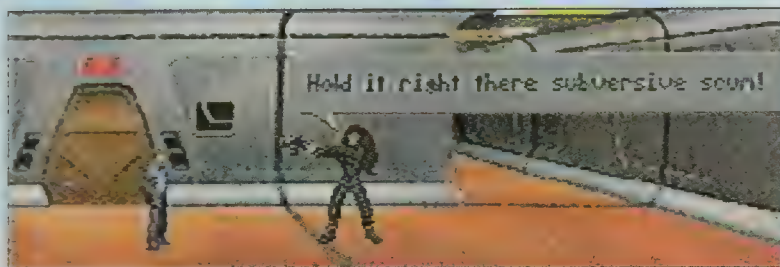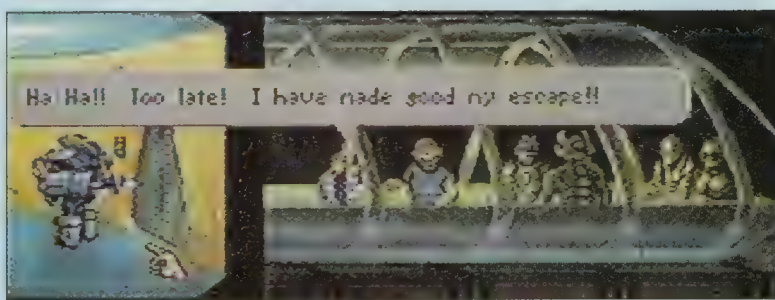
This massive war machine is a burnt out hulk, abandonned admist the ashes which cover the surface of Ankarlon 5. Strategically positioned near the Mekalien frontier, the planet used to be a military base for the Virgan Empire. To find out what happened, you need a power source to access the crawler's entry keypad. There may actually be someone alive inside it.
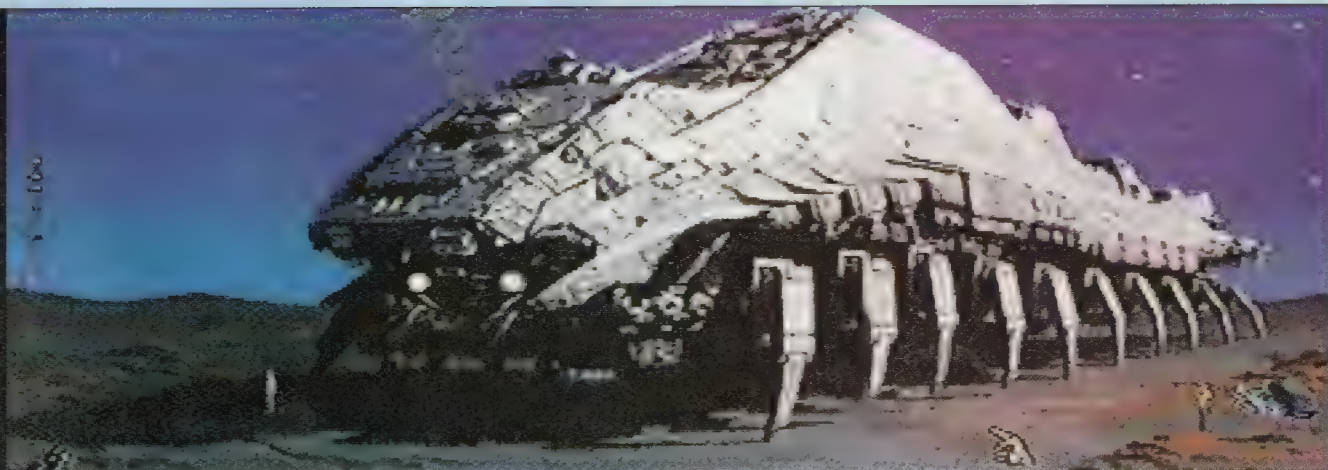
Icon Control

Inventory Menu: This allows you to examine any of the objects you've collected so far. Since the game doesn't automatically say what anything you pick up is, checking out your inventory can be vital. The wrist computer illustrated below is a particularly useful gizmo, helping you open up the PTV for one – after which you 'jump' to get in.

Handy wrist-computer
built into the arm of
your utility suit.

Arm Computer

ICON MENU [Above]: 1) Pick-up. 2) Options Menu - see below. 3) Use - by clicking on the screen you can try to use objects there. You can also use items out of your inventory, which are automatically displayed at the bottom of the screen. 4) Look. This lets you examine objects. 5) Talk. Click on the character you want to speak to. 6) Attack. You can attack objects as well as people. 7) Inventory Menu – see left.
OPTIONS MENU [Below]: A) Insert object. B) Push/Pull. C) Eat. D) Wear – useful for disguises! E) Throw. F) Combine – putting two objects together can have unexpectedly useful results. G) Open/Close. H) Jump.
I) Save/Load.

A B C D E F G H   I

Now this is the future of vending machines. Soon we'll all be harrassed by levitating selling machines. Beware!

This is the scuzzy heart of Wheelworld, complete with alcoholic aliens and tramps. On the left an imperial commander suggests you stop for a quiet chat - on balance, this probably wouldn't be a good idea.

Retro Arcadia

This motley bunch of creatures include a refuge from *Alien*, a crazy bar droid and a drunk cop. Besides chatting with the cop, you can actually play on some of the arcade machines. *Break Out* and *Space Invaders* are fun to play, although not quite what you expect of such an advanced civilisation. Haven't they heard of *Ridge Racer*!
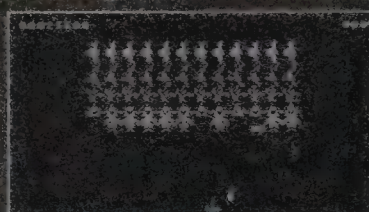
Erm. Nice gun. I'm thinking of reconsidering my last.
Don't threaten me you alien thing. Do you really think you
Go ahead Snorglat, make my day

Being a space pirate, Snorglat isn't perhaps the most fair-minded of people in negotiations. Whether you choose the cowardly, submissive approach or the sarcy Han Solo style you invariably end up being blasted.

> "I guess this is where I get off now..."

"Hideously ugly aliens trade quips before lasering you, enormous artificial worlds glisten between the stars and a grade A psychopath is bent on universal conquest. *Universe* is a game you want to love."

Second cousin to Larry Niven's *Ringworld*, Wheelworld is a vast artificial planet, rotating to maintain gravity. By the standards of *Universe*, it is merely medium-sized: a ThorTech Class Beta design playing host to thousands of creatures. Every single screenshot on this spread is taken from within or orbiting Wheelworld. Why aren't all adventures this extravagant in their imaginings?
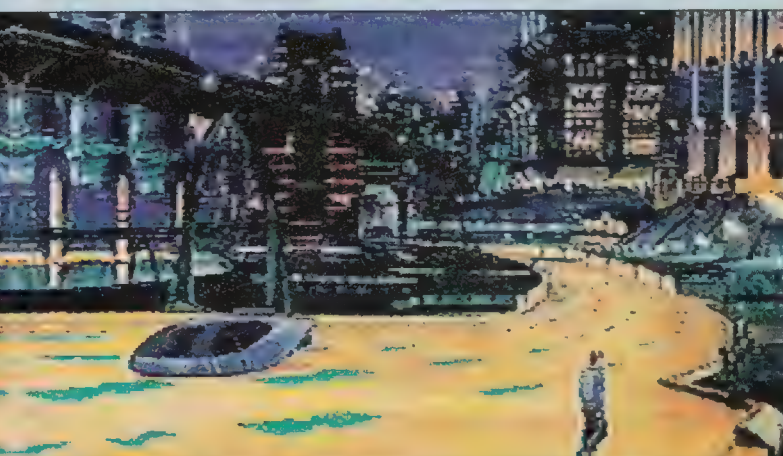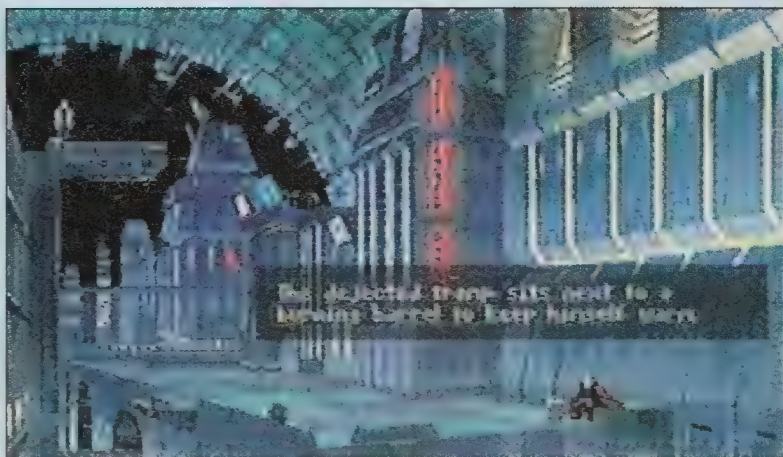
The Arcway hums with constant traffic, monorail trains rushing overhead while electric cars zip along the roads. On the left, a pair of Packers hover above the Healer they've just mutilated.

Arcade Action

At certain points *Universe* shucks off its adventuring and turns into an arcade game. On the right you're flying your PTV down the streets of Wheelworld, using Gavric Phasers to blast the evil Packers. Below the manual docking sequence where you must guide your PTV into the belly of a space pirate's ship. Succeed and it instantly goes into warp, taking you to Wheelworld for some nasty doubledealing.
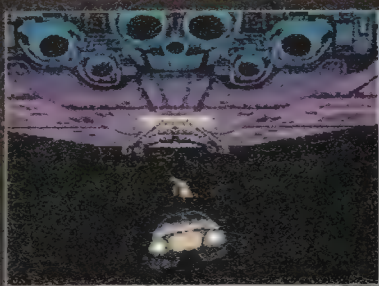
Profile

- | PLAYER
- ✓ SKILL LEVEL
- ✓ SAVE GAME
- Password
- ✓ CD32 ENHANCED
- Stunning music gets CD treatment

PROS: A truly epic SF adventure is gorgeously realised with some of the most imaginative and skillfully executed Amiga graphics yet that genuinely captivate. The CD soundtrack is also excellent.

CONS: Unfortunately, the clumsy control system and rather linear game structure are very frustrating, damaging an otherwise outstanding game.

GRAPHICS

SOUND

GAMEPLAY

88%

CD review

Stardust by name, stardust by nature. Asteroids may well be one of the most playable arcade classics, but it's also one of the oldest. Transforming it into a cutting edge blaster requires hefty doses of graphical stardust and, well, Team 17 have more than delivered on that. For retina-popping, lightning-fast arcade action this is the game you need.

W ithout a doubt, the fashion of the moment is 3D graphics and if you haven't got the muscle to do the rendering real-time well, why not fake it? Following in the mega-bucks footsteps of Rise Of The Robots and Donkey Kong Country, Super Stardust takes a hackneyed game genre and gives it a next generation sheen by 3D rendering. Partly because the game is the simplest of the three, partly because the high-res 32bit AGA chipset is perfect for it, Super Stardust is probably the slickest of the lot. Huge rocks and shiny starships tumble onto the screen like refuges from supercomputer simulation. Quite how many frames of animation are being processed to give such a super-smooth look truly boggles the mind. Other graphical flourishes include a beautiful invisibility ripple on stealth aliens, increasingly impressive weapons and the flamboyant, Blake's 7 explosions.

However, besides faking it up on 2D Asteroids, Super Stardust also gives a taste of the real thing with into-the-screen flying sequences. The same ultra-smooth, 3D rendered graphics system is reused but now the objects scale from pinpoints to screen-filling monsters: the first time a spiked ball came hurtling out of the distance I could almost feel it smashing into my face. The 3D illusion is almost too convincing and, unlike Microcosm, interaction is total.

In short, Super Stardust is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of Litil Divil, the macabre atmosphere of Dark Seed, but for arcade-style visuals this is way out in front. And that's without even mentioning a nice intro sequence! But what about gameplay?

The basic game is obviously and unashamedly an Asteroids-clone. It's the same wraparound screen, endlessly divisible rocks and control system — left/right to rotate, forward to thrust and back to activate shields. That said there are some interesting variations. The bulking up of the original tiny sprites has made avoiding collisions quite a bit harder, so you have energy to make bumping into things costly rather than fatal. This gives the game less of a clinical feel. You don't feel like a diamond cutter painstakingly planning which target to hit next, you're basically just blasting and trying to avoid being squelched. Also, whereas in the original, too much movement by the ham-fisted, like me, usually resulted in helplessly tumbling through space, in Stardust it's much easier to go zipping about. Manoeuvring around the mid and end-level monsters is actually quite good fun.

Inevitably, Stardust replaces the original's weedy laser with a whole panoply of weapons. You start off with a three-way fire, which can be powered up by collecting tokens, but there's also another five weapon systems to take from special enemy ships. When you pause the game the weapons menu comes up, not only allowing you to switch weapons, but also reroute your power-ups. This takes a lot of the pain out of swapping between weapons, meaning you can go from one powered-up system to another — which is just as well considering the difficulty level. After slogging through the first world, you have distinctly mixed feelings about swish new alien attack stars — sure they add some variety, but they're even harder to kill!

Early reviews have taken the game to task for being too easy - an ironic consequence of the original A500 game being judged too hard. The finished version has, however, been considerably toughened up and is now much more like the first. The feel is very 'arcade'; it's tough with every single collision, however minor, being vital so you can never relax, even on easy levels.

The game is split into five worlds, each with six increasingly difficult sections which can be attempted in any order before the interlevel tunnel section and, belatedly, a password save option. After sweating through some very tough 2D action, the tunnel section certainly comes as a shock and after a few seconds play has totalled all your lives most people will feel a bit irate. You'll come back though, because you know you can do better.

Overall, this is certainly a very professional product. Even the sound effects are slick with sampled speech overlaying the thudding gunfire to convey vital bits of info. Shoot-'em-up fanatics will enjoy the level of challenge and everyone else will enjoy having something to gobsmack Mega Drive owners. That said there isn't that much here that's new — the wit and originality of say Jetstrike certainly isn't being challenged. But for its challenge, truly arcade intensity and stunning visuals there's no doubt Super Stardust is going to be a really big hit. ■ SSW
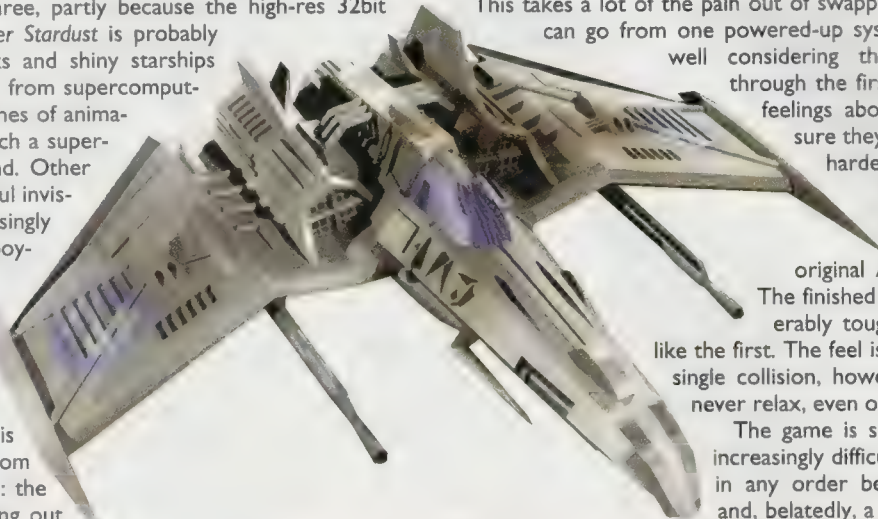
Super Stardust

"In short, *Super Stardust* is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of *Litil Divil*, or the macabre atmosphere of *Dark Seed*, but for arcade-style visuals this is way out in front."

■ PUBLISHER: Team 17 ■ PRICE: £29.99
■ DEVELOPER: Bloodhouse ■ OUT: Now

Level two and no sooner have you seen off the asteroids than these things appear. Shuriken-styled aliens, they're very tough to shoot and are prone to disappearing and reappearing to make things really confusing. In this case, after struggling through all of world one and the tunnel section, the player goes up in a pyrotechnic explosion within seconds of the new level starting.

Level one's fully rendered tunnel guardian makes its jaw-dropping entrance. After whizzing overhead, it settles into the distance providing a tough target to hit while dodging all the asteroids, spiked balls and so on. One nice touch is how the shoot-'em-up format is retained with power-ups being earnt by shooting gold asteroids – believe me, you'll need them.

Icon See Clearly

When the countdown timer hits zero all the rocks turn into mini-alien ships which drain masses of energy on contact and take loads of hits to destroy. You can see them on the right.

The gauges for Energy (top) and Shield power win the prize for the tiniest, most useless gauges ever! Silver bars on grey is ridiculous.

One of the main appeals of the game is racking up massive high scores. At the end of every level numerous bonuses are awarded and stats on shot accuracy provided. Sadly, lives remaining is unlikely to ever reach double figures!

The first time you see this coming out of the screen at lightspeed you can practically feel the spikes digging into your face. The speed and smoothness with which *Super Stardust* hurls such objects about is simply stunning. Not only that, but the objects are nicely animated and fully interactive – if your ship gets in the way your energy takes a massive hit.

Pause the game and this formidable weapons power-up menu appears. There six weapons systems to collect in all – nicked from the wreckage of special alien ships – and each system can be powered-up several times. The menu lets you play with one weapon while powering up another.
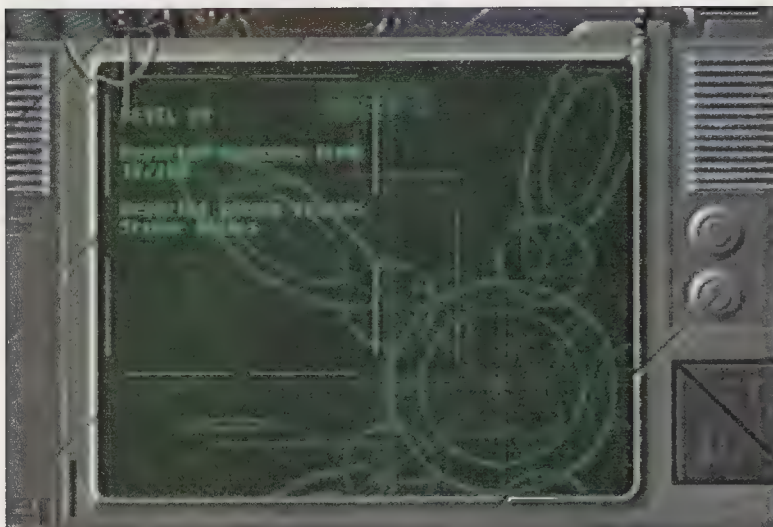
Above you can see world two's alien base. Each world is split into six levels which can be attempted in any order, when all six are completed you enter one of the tunnel sections. As you get deeper into the game there are two special missions and even underwater missions too!
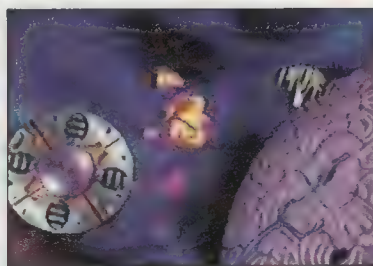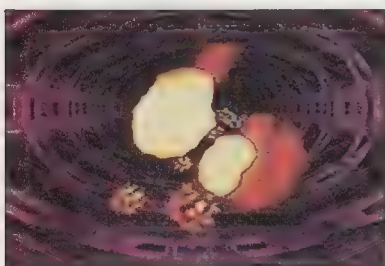
Level one's end level guardian appears, beautifully animated as it spins and flips over. After it's impressed you with looks, it begins spitting out bullets in a lethal 360 degree arc then tries to ram you. Careful use of your shield – if you've got any left by now – should see you through along with some nifty shooting.

Profile

1 PLAYER
3 SKILL LEVELS
SAVE GAME
Password.
CD32 ENHANCED
Better sound.

PROS: Some of the fanciest graphics to grace an Amiga are professionally integrated into a very fast, addictive version of Asteroids with a simple but gob-smacking tunnel game thrown in too.

CONS: The basic Asteroids game engine is rather hackneyed and improvements over the old, mid-price A500 game aren't overly spectacular.

GRAPHICS
SOUND
GAMEPLAY

90%

CD review

After a hedgehog, duck and even a beaver, why on earth not a lion? After some rave A500 reviews and a thorough facelift for the CD32, we ponder whether Brian's debut Rumble In The Jungle is really all it's cracked up to be.

Brian The Lion

The scenario makes the game out to be a battle between beauty and ugliness. Firmly in the latter camp we have Geezer, a balding, wart-covered, mirror cracking would-be lothario who has decided on drastic measures to attract the babes. Given the choice between a mud facepack and a magical crystal called Chris, he decided the latter has the better chance of success. Chris is promptly kidnapped and this is where Brian comes in.

Brian is the king of the jungle and Chris is his best friend. Brian is a lion and allegedly 'smoother than Gary Glitter's bonce'. Boasting no less than 218 frames of animation Brian supposedly represents beauty. Unfortunately for the game's dramatic structure a few seconds looking at him makes you long for Geezer as the game's star. You know you've got trouble when the graphic artist decides it would be cool to have a lion in bermuda shorts. The reality is even more loathsome than you might imagine, Brian looking like a man in a chipmunk mask with oddly elastic arms.

Beauty may be in the eye of the beholder, but regardless of aesthetic there's no getting around the fact Brian is big. In height, he's about 25% of the screen and that makes him one awkward critter to move about with. When enemy characters are equally big, the whole game takes on a ponderous, cumbersome feel. A procession of little details indicates this is no *Mario*: when you start level one a string of coconuts fall meaning if you've automatically moved forward you lose energy. A neat one-off joke maybe, but irksome upon your umpteenth restart. Then there's the enemy characters which you can kill using the most nancy, limp-wristed claw attacks ever. Swishing mere millimetres in front of your body they're undramatic and require irritatingly accurate timing. When enemies get tougher you're forced to stand around waiting for them to walk into your paw range three or more times before they finally die - about which time another enemy appears. Or take the green crocodiles you have to jump on, barely noticeable in the water and painfully easy to miss. The 'feel' of the game simply isn't there.

Brian's numerous inadequacies are a real shame because this is undoubtedly one of the best CD32 conversions of its type. A special 256-colour A1200 version of the original A500 game has been further uprated with some very nice AGA 16-layer parallax scrolling, 40 CD music tracks and some new villains. There's also three new mission levels where Brian must rescue caged animals, locate treasure and free a jammed bucket. In addition, there's two bonus games: a card game and a spot the ball under swizzling cups game. Add in a four-slot save game and it all adds up to quite a slick, well thought out package. Fans of the original might consider giving it another look, while CD32 platformer enthusiasts might overlook its irritating elements for the CD enhancements and a large, imaginatively varied challenge packed with bonuses and secret rooms.■ **SSW**

On this all new CD32-specific mission, Brian is asked to free three animal friends of a little girl. Their cages are scattered across lift-linked platforms and, inevitably, Brian's wimpy paw-attack takes ages to break the locks. While no gameplay classic, it's playable enough and a nice addition.

Honest Buck's Galactic Mega Store is where you can buy power-ups such as Rajar Roar, Splendid Speed and Jinormous Jump.
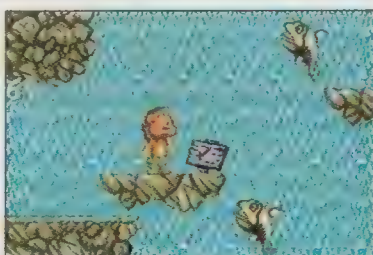
If you complete a level inside the tight time limit you get a choice between a cloud and water sub-game. Neither are that easy! It's hard to be a lion.
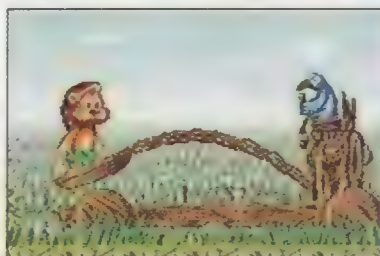
Profile

1 PLAYER	
2 SKILL LEVELS	
✓ SAVE GAME	
4 Save game slots.	
✓ CD32 ENHANCED	
40 CD tunes, new levels and villains.	

GRAPHICS ■■■■■■☐☐☐☐

SOUND ■■■■■☐☐☐☐☐

GAMEPLAY ■■■■■☐☐☐☐☐

PROS: A large and graphically varied platformer has been thoughtfully updated to CD32. Platform fans will enjoy the variety and big, varied levels.

CONS: Besides the fashion faux pas of bermuda shorts, Brian is a large, clumsy character with an irritatingly weak claw attack. Lack of polish means you have to work hard to enjoy the game's many nice ideas.

65%

CD review

Alongside *TFX* and *Inferno*, *Guardian* has long been hyped as a graphics showcase for the CD32. While the former drift into release uncertainty, *Guardian* is here and now with AGA-specific 3D routines and CD sound. Developed single-handedly by self-confessed *Starwing* addict, Mark Sibly, it's bound to create a storm.

The story for *Guardian* is as sophisticated as it needs to be for a blaster like this. You must whiz around ten planets (each with two or three battle zones each) and wipe out all enemy space-craft. The most important of these are the large Dronoid war-ships that hover high in the sky, bombing human cities.

Starwing's influence isn't difficult to detect – not when the very first level adopts similar shapes, colours and horizon graphics to the opening of Nintendo's classic blaster. Completing a level kicks off a similar presentational gimmick – the camera whizzing around your ship as it launches for the next level - and initially you might be tricked into thinking gameplay is similar too. In fact, *Guardian* is a very different type of blaster.

While *Starwing* has more complex graphics than *Guardian*, your freedom of movement is tightly restricted within a narrow corridor which takes you through the various levels. By contrast, *Guardian* allows you complete freedom of movement, just like *Cybermorph* on the Jaguar. The L/R buttons give fine speed control and you can even reverse if you want – which is useful if you miss a power-up. The flexibility of the 3D is further emphasised by the camera perspective, which you can set to whatever angle you like.

At first, it's easy to fly around at high speed, battling with the endlessly regenerating alien craft that hover and chase you. Who could resist revelling in the glorious explosions, the dramatic eruptions of shards of metal and colour as your lasers scythe through enemy craft and ground targets. It's a fun diversion and, ultimately, that's all it is.

The game proper is centred on the Dronoids. When each level starts you'll see a huge rotating mother ship spinning away from you, launching four or more Dronoids. Hunched up like spiders, they fall away to disperse across the planet. It's the Dronoids that must be destroyed to progress to the next level, and whilst other spacecraft must be wrestled with and avoided en route, only when all the Dronoids have been defeated can you leave. Furthermore, if you don't take out the Dronoids swiftly enough, they'll bomb the planet surface clean, and an ominous nuclear nightfall sets in, making escape almost impossible in the stark silhouette of battle.

As you make your way through the missions, new landscapes appear – with increasingly tall and destructive architecture – while Dronoids increase in numbers and speed. You can also look forward to bonus levels inside the Motherships, where you must blast red portals while defender ships come swooping down from all directions.

When the game starts your only defence is a pathetic pulse laser, but blast-ed Dronoids usually drop power-up crystals. Additional weapons include twin blasters, smart bombs, homing missiles, shield boosts and more. The game intelligently stores these, so if you use one or lose a precious life, the next power-up weapon becomes instantly available. However, mindless blasting isn't advised for high score fanatics. At the end of each level a bonus is awarded for the amount of architecture still standing – you are supposed to be liberating friendly planets, after all. Whilst it's therefore unwise to impulsively blow away buildings to clear a path for yourself, later levels are so dense in plant life and cities, that some prudent elimination of friendly buildings is essential.

Essentially, this is a 3D version of *Defender*. While gameplay isn't overly complex, it's no less impressive for that. Chasing Dronoids is seriously stress-ful business, as they fly at much higher altitude than other aliens and dart about with depressing conviction, making hits difficult. Also, as they lead you above the other air traffic it leaves the belly of your craft open to endless blasts of fire. Quick dives to polish off lower enemies necessitates a reduction in speed, leaving the Dronoids to whip away in a flash.

The *Defender*-style endless regeneration of the aliens also means there's no respite in the action. Enemy craft are intelligent enough to follow you closely, but if led between buildings they can be forced to crash. Needless to say, only the most arrogant of players will take on a game of cat and mouse at such high speed.

It all adds up to a very impressive arcade game. Progress depends upon accurate control of your craft and, like most classic arcade games, the main appeal is a great 'feel' and the prospect of mega high scores. While later levels don't add that much in terms of new gameplay elements, exciting new graphics (such as the pyramids on level three), bonus games and the sheer joy of controlling the main ship make for great addictivity, and for once, the alternate two-player mode available here proves an entertaining option.

The abundance of adventure and platform games currently swamping the CD32 make *Guardian* especially welcome. It's focus on pure action really gets the adrenaline going. The only games to feature similarly impressive graphics are *Elite II* and *Gunship 2000*, but neither offer much in the way of entertainment for arcade purists. It would be foolish to condemn *Guardian* for lacking the depth and variety equally absent from almost all arcade classics. The only downside to the game is the appearance of some jerkiness on later, more crowded levels, but this isn't severe enough to detract enjoyment and the lure of seeing what the final, tenth level holds is irresistible.

Guardian offers nothing then, except brain dead blasting in a glorious 3D environment, presented so well that if, like me, you occasionally want to play something where you don't have to think for long periods of time, you'll find it a refreshing tonic. As a CD32 premiere (A1200 release on the way) this game deserves whole hearted recommendation and plenty of success when lined up against the endless dirge of ports and platformers currently clogging the shelves. ■ **MCW**

Guardian

After launching, it's essential to chase the alien mothership for a few moments, so that you can capture the Dronoids it launches whilst they're still grouped together. It's best not to bother collecting any spare power-ups at this stage, as once the Dronoids split up, it'll take that much longer to track them down, leaving your spacecraft exposed for a greater period of time to alien fire.
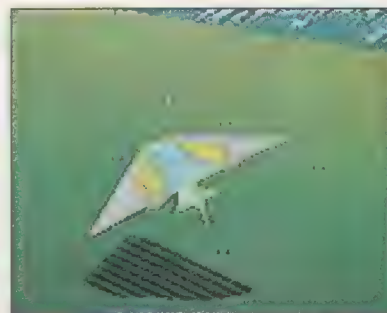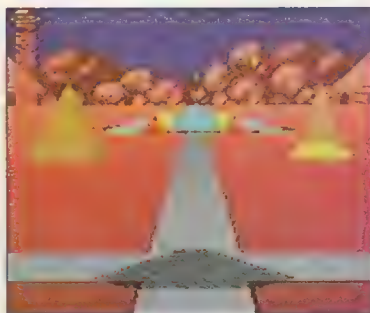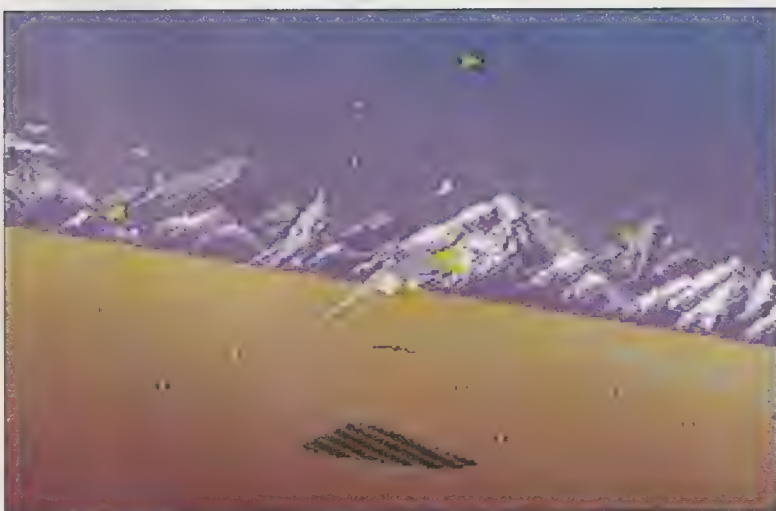
Successful collection of a power-up pod, and your single pulse laser is replaced by a rapid firing blaster, plus a bonus of 1000 points. The odd, yellow tree, ahead, could be blasted, but it counts as damage to the environment (less of a bonus at the end) so it's best left in one piece.

Following the shadow of the mothership on level three, where things start getting tricky. The alien spacecraft are much faster and much better at chasing by now, and dogfights are unavoidable. Dronoids must now be picked off carefully, and their power-ups collected.

LASER BOOST!

1000
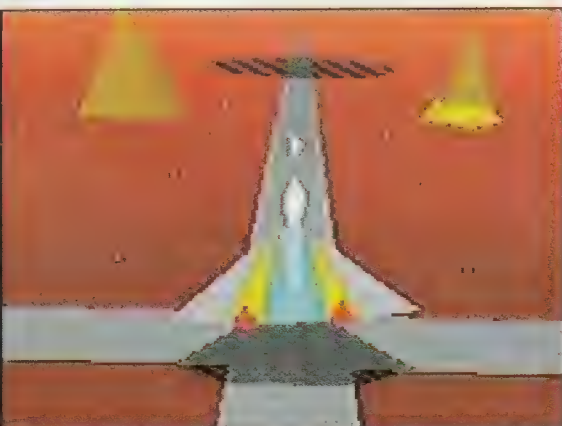
A satisfying blitz through the plantlife of level three clears the way for a blue power-up pod. These must be flown through to be collected, and disappear after 10 seconds if missed.

Nightmare time. If you don't blow away all the Dronoids in time, they'll nuke the planet, leaving you in silhouette (and trouble). I only let this happen once as an experiment. Honestly.

Enemy In target

Although early alien spacecraft aren't that impressive, later levels feature some much more exciting (and familiar) foes. Check out this vicious TIE Fighter clone, one of the most aggressive and persistent aliens.

The top left bar, descending from green to red, is your shield status, the instrument that you'll glance at nervously most often. Above that are ships left and score. The six horizontal bars showe any powerups in stock — just three smart bombs are available at present, but these are essential in the heat of battle (although they don't destroy Dronoids — only homing missiles can polish those off without having to chase and blast them). The two square boxes in the middle are (left) long range and (right) short range scanners. The left scanner is used to track the fast moving Dronoids, the right to monitor close range alien activity.

These tall, Triffid like eruptions of nature are a pain, and large forests of them cause huge damage if not blasted through. Although they can act as camouflage for alien craft, they can also be used as a hiding place for you.
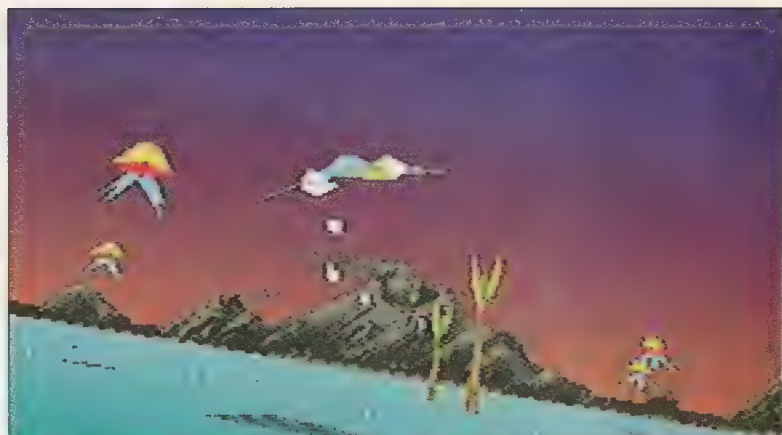
A cluster of Dronoids are racing away, and in the excitement of the chase it's easy to clip and crash into the unfriendly foliage. Plenty of power-ups will be available if you can pick all the Dronoids off swiftly.

GAME OVER PLAYER ONE!
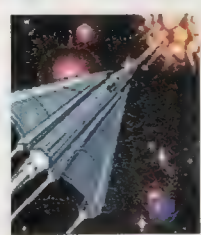
"*Guardian* offers nothing except brain dead blasting in a glorious 3D environment, presented so well that if you want to play something where you don't have to think, you'll find it a refreshing tonic... deserves serious recommendation."

Ground artillery should be protected from enemy fire, and this tank in particular, offers no resistance to straffing attempts from the enemy. It simply rolls to and fro, oblivious to attention. Later levels feature sharks!

ZONE 02.1 CLEARED!
INSTALLATIONS PRESERVED : 051%
BONUS : 02100
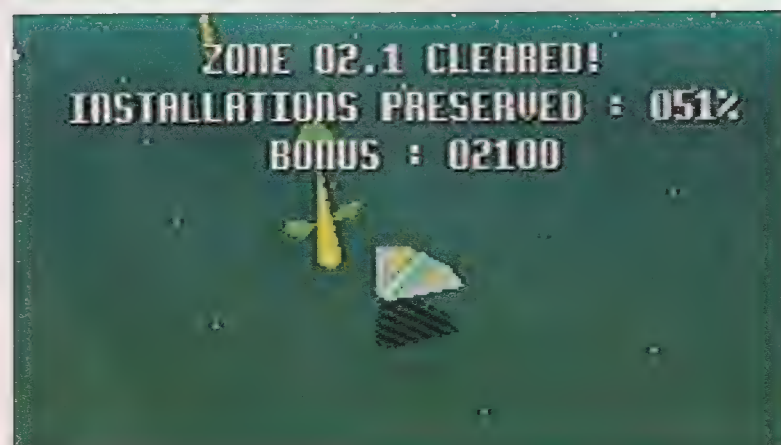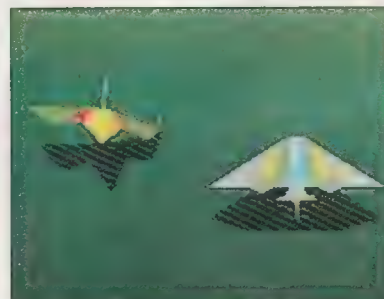
Oops! With 49% of the planet surface installations destroyed, it's a safe bet you've carelessly wasted a good few hundred friendly lives. That's not so distressing, but the subsequent deduction in your bonus makes for a miserable score. These neat, computer controlled fly-bys, taking your ship onto the next planet, are well handled and add real polish to the game.

Profile

1-2 PLAYERS
1 SKILL LEVEL
✗ **SAVE GAME**
✓ **CD32 ENHANCED**
CD32 premiere! Stereo soundtrack! Super fast 3D graphics! Available!

PROS: The pace of this game is just perfect, with a seemingly simplistic objective complicated by furious action and plenty of strategies to experiment with. The gorgeous graphics and simple control system make this a joy to play, with great music SFX to boot. Excellent.

CONS: As with any arcade game, play can get monotonous after a while.

GRAPHICS
SOUND
GAMEPLAY

92%

CD review

This ageing Amiga classic is enjoying something of a renaissance at the moment, making an appearance on SNES, PC and (soon) 3DO. Featuring an unbeatable combination of classic platform action with a brilliantly versatile football star, it would be a sad day indeed if we had to report on a less than perfect outing for *Soccer Kid* on our favourite CD console...

I've been waiting for ages to get my mitts on this after enjoying the A1200 version enormously. There are no new levels, but the new cartoon intro is impressive (at first we thought it must be using the FMV unit), and it fully retains all the fun and playability of the original.

The underlying format of the game is unremarkable, being a simple, left to right scrolling platformer. There are few diversions above or below ground – a few sky platforms and underground tunnels to explore for bonuses – but nothing complex enough to warrant a map. Exploration is recommended, however, as soccer cards are dotted across the levels and to trigger the bonus level you need to collect them all. The bonus level comes when you complete all the levels that make up a country, of which there are five: Britain, Italy, Russia, Japan and the USA. Besides the inevitable graphic variations between countries, individual levels vary widely. Britain moves from the rainy cities of a northern city through countryside scenes and finally London itself, complete with end-level guardian.

The justification for all this platforming action is Soccer Kid's quest to reunite all five parts of the World Cup. This was smashed when, uhm, an alien stole it and then crashed into a satellite (erh, it almost makes sense when you watch the FMV intro). The silly story is irrelevant however, as the only star of this game is Soccer Kid himself, possibly the most versatile sprite to grace the CD32.

Soccer Kid's only friend is his football, which can be used as both weapon and balancing ball. Soccer Kid can kick it straight ahead to bash oncoming baddies, lob it into the air to stun airborne enemies, head it (to activate the numerous info boxes littered through each level to offer useful tips), dribble it, back kick, balance on top and then leap up high... it's invaluable, and should it be kicked off screen and lost or punctured on a spike, a tap of the button brings a brand new ball to his feet. Whilst all this variety is amusing at first, Soccer Kid's great variety of actions are actually crucial to the game itself, which is designed with the sort of skill and attention to detail more common from giant multi-nationals like Nintendo.

Apparently simple levels all offer bags of opportunities to use even the flashest of moves, and learning to use Soccer Kid and his football skilfully is a key element in the maddening appeal of the game. Athletic back

kicks over the head can be used finish off chasing enemies, headers are useful when collecting bonus points too high to climb and imaginatively, Soccer Kid collects anything that is touched by his football. Narrow gaps packed with goodies, otherwise inaccessible to the Kid himself, can be accessed simply by striking the ball through the space, the satisfying ping of points and prizes awarded indicating that plenty of booty has been collected. The wide variety of angles and strength of shots mean that with skill, no enemy is safe on screen, and unlike so many more haphazard, lazy platformers, there are no random elements to diminish pleasure. You are never killed inexplicably by a stray baddie, or a blind leap into a deep abyss, and the relative shortness of each scene means that precise tactics can be learnt to improve your success rate. The development of skilful play is satisfyingly rewarded when a level is completed, since as well as bonus points for the speed of your mission and the various bonus fruits and points collected, more 0s are tacked onto your score for each trick shot successfully pulled off. Points are also added according to how few balls you lose or puncture and, of course, on how many of those vital World Cup cards you've collected.

A further reward for progress is the graphic and gameplay variety of later levels. The various nations are simply but enjoyably realised, with familiar London buses, Russian gymnasts and time-warped Roman centurions. Baddies are pleasingly large, with fat American tourists, spitting sheep and many, many more imbued with bags of personality and pleasing death sequences to reward you for accurate ball contact with heads. Whilst most can be knocked out with one hit, larger meanies need a few strikes, and a great deal of agility is needed to avoid the weapon throwing ones.

Naturally, there's a fair few power-ups to make your life easier, such as extra stamina (two stamina points to a life), extra lives, speedy boots and extra time, all of which can be collected in person or with your trusty football and are vital for end-guardian confrontations. It all adds to be hugely entertaining and while the depth of play may not compare to Mario, Soccer Kid himself is just as good a character and the original, innovative feel is a delight. Moreover, the difficulty level is well judged with a gradual increase in intensity that eggs you on rather than frustrates and, thankfully, the CD32 automatically saves the game when you complete a nation (if you've got enough memory free, of course!).

For my money, this is the most fun I've had all month, apart from the gorgeous *Guardian*. True, it's more yesteryear than Next Generation, but with game design this slick (you can even design your own kit for God's sake!), *Soccer Kid* cannot fail to look as fresh today as it did when it first arrived. Bound to please even the most jaded platform fan. ■ **MCW**

41
0082200

The delightfully realistic depiction of London (horrendous combinations of architecture, dull grey ambiance and filthy London Underground to explore populated by vicious rats) doesn't dampen the spirits of our Soccer Kid, who always has a smile on his face when a ball's on his foot.

Soccer Kid

"Soccer Kid's great variety of actions are actually crucial to the game itself, which is designed with the sort of skill and attention to detail more common from giant multi-nationals like Nintendo."

England saved (and an entire afternoon of furious gameplay later), Soccer Kid is whisked away to Italy, to face crumbling Roman ruins populated by spitting statues and Roman ghosts. It's a weird world Soccer Kid lives in.

Trapped in his own, miserable home town, Soccer Kid practices some flashy footwork by a telephone kiosk, not that any skill is really required to thrash one of those pesky, luminous skateboarding chumps. One hit polishes those wimps off, but it's fun to whup them with style.
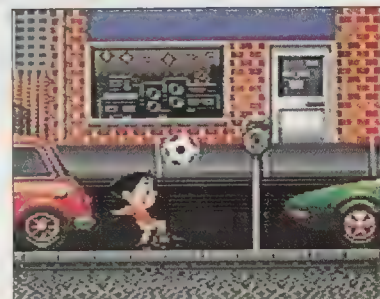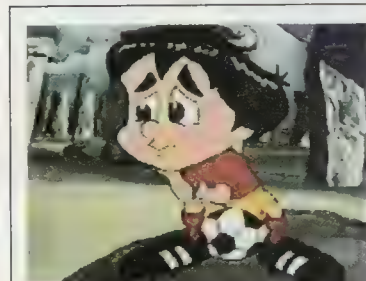
The lovely english countryside has been invaded by the sort of mutant creations that only video game designers could invent. The grass spitting sheep are the toughest customers along this pretty easy set of levels, and fat farmer Giles is a complete wuss, who needs but two bops to dispose of. Onward, Soccer Kid, to London
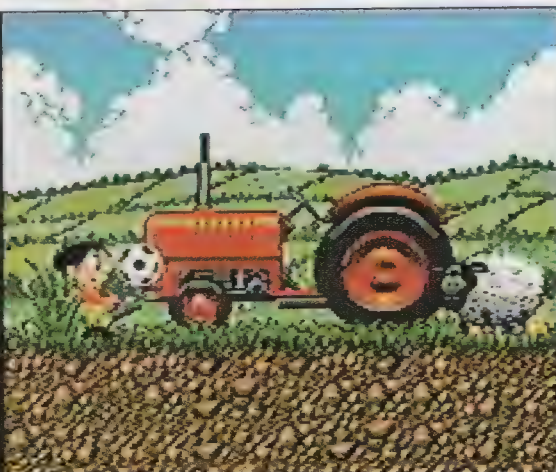
The home town of Soccer Kid appears even more depressing when it starts to rain, but these relatively easy levels provide good opportunity to explore above and below ground for goodies and football cards. Pesky birds need some fancy footwork to be clipped from the sky.

Just your average saturday afternoon in an average northern town of no particular importance. Football kit on, cornflakes poster on the wall, coke can and empty pizza box on the floor, three hamburgers to scoff and imposing estates on the skyline. Oh, and a bit of of testosterone charged, mindless violence against some poor kid who happens to be passing on a skateboard. Britain, don't you just love it?

The world is his oyster, and Soccer Kid takes a moments respite to ponder the dull beauty of London town. That's Tower Bridge you know, and I once stayed at Tower Bridge hotel. Did I think I'd be writing a caption about it, one dark day in the future? Did I hell.

44
0014700

But would the picture be complete without a savage dog to avoid and a large, ill signposted manhole to fall down? Booty galore waits below the streets for Soccer Kid, but he must have mastered the art of jumping from on top of his football to escape those dank passages.

41
0073590

Despite admirable attention to detail in the effort to imbue *Soccer Kid* with social realism, the London Underground is blissfully free of busking duffers, begging beggars and eye-popping muggers. There's just us rats down 'ere, Guv'ner. A morsel of cheese for a poor starved rat?

Red sky at night means blah blah delight and all that. Soccer Kid keeps his football aloft, ready to wallop that strange rooster the minute it passes overhead. He's like that, Soccer Kid. No feeling for animals at all, if not downright malicious towards them. Often a sign of impending sociopathic behaviour. It's true.
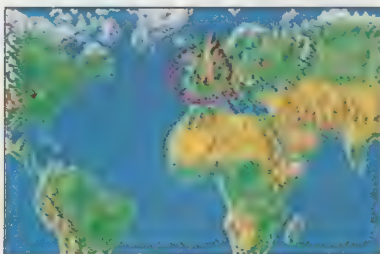
Profile

- 1 PLAYER
- 1 SKILL LEVELS
- ✓ SAVE GAME
  Four save game slots.
- ✗ CD32 ENHANCED
  Amusing (and long) FMV intro.

GRAPHICS

SOUND

GAMEPLAY

PROS: Five countries to play through, with a lot of levels to keep you busy. Soccer Kid himself is a wonderful creation, bound to keep frustrated footballers happy for ages. The music is pleasant (and can be turned off) and it's all huge fun.

CONS: Later levels get really rather difficult, and those looking for tougher puzzles will be disappointed.

88%

CD review

Love 'em or loathe 'em, Manchester United are the top dogs at the moment. Numerous strips, tacky chart topping songs, garish underpants and even the latest in babywear are among the current licenses. Now the CD32 gets a taste of the Red Devils' Amiga game, complete with digitised screens, all-action matches and plenty of French expletives from a certain 'superstar'…

Manchester United are a funny bunch. You would have thought that, with all their success, they'd be used to the odd callous remark or (often justified) criticism. The great teams of old — Liverpool during their glory years and Arsenal, oh, since the dawn of time — ignored the critics and did their talking on the pitch. Alex Furguson and troops go for the sympathy vote. "The press pick on us, the commentators are Liverpool supporters and nobody likes my accent". And if Roy Keene moans about another bad refereeing decision, I swear, I'll cancel my Sky Sports subscription just so I don't have to see his ugly mug again.

Still, I'm not biased; I can ignore their little flaws, because, after all, they're one of the best sides in the last ten years or so. I've got to admit, I half expected to award the same reluctant praise to the game.

It started out well. Impatiently, I took a dive in the box Klinnsman style, had an argument with the instructions and got on with the game. A season was selected, the team rearranged to allow Kanchelskis his go, and the whistle blew. The similarities between this and Kick Off or Sensible Soccer in the match sequences are pretty blatant — it looks more like Sensi, yet the controls, which are slightly niggly to get to grips with, remind me of Kick Off. Still, being a dab hand at both soccer games, it didn't take long to get into the swing of things. Newcastle were the opponents but they didn't stand a chance. Cantona was rampant, putting away a glorious ninth minute goal, slotted neatly under the keeper. I was impressed, although whether this was with the quality of the game on first impressions or beginner's luck, I'm still not sure. It was realistic though.

In fact, it was too darn realistic. Sometime later in the first half, Cantona collided with the keeper. Nothing wrong with that, I thought. Only a few studs showing. Unfortunately, the lad got a red card. Suddenly, I could emphasize with the player in question. Hardly any blood was drawn after all.
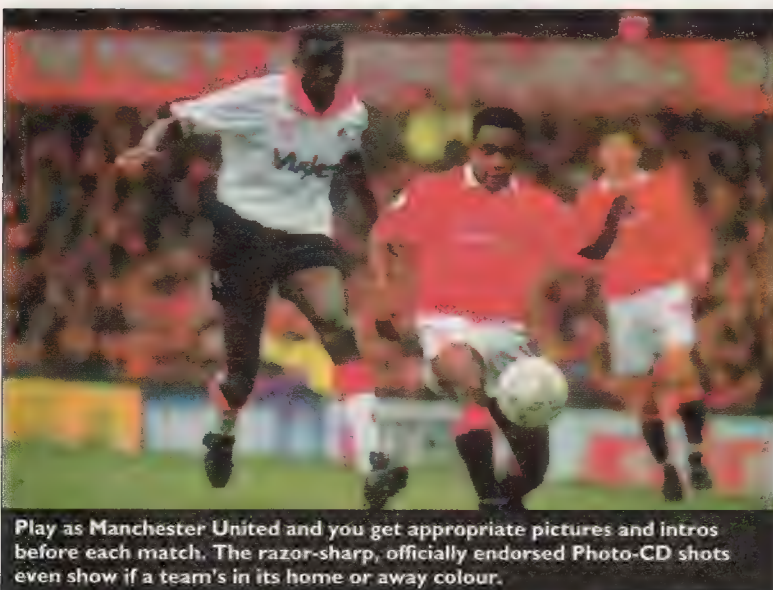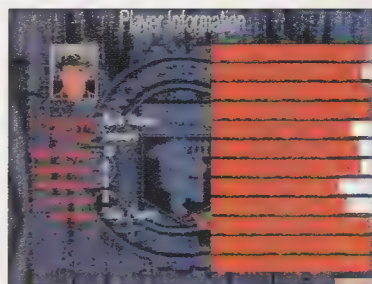
The game finished two-nil to United, although McClair, a second half sub for the injured Hughes, also got his marching orders for an identical foul. This seemed a bit dubious to me. Maybe the ref was a scouser.

Manchester United Premier League Champions is certainly feature lead, with emphasis on team control as well as partaking in the matches themselves. Just in case you're wondering, you don't have to control Manchester United — all the teams from the Premier, Endsleigh and GM Conference Leagues are included, complete with players, kits and stats. One of the biggest appeals of MUPLC is the full season — unlike games such as Sensible Soccer and Kick Off, where you need to select a cup or league, this allows you to compete for all three major trophies, as well as having relegation and promotion which is carried on year in, year out. A bit like Player Manager, except this isn't quite as comprehensive — there's the basics, like injuries, suspensions, team tactics (via Krisalis' own Tacti-Grid™) and managerial/team stats, but it misses out on the finesse, lacking transfers and European competition. Most frustrating is the lack of save game feature — there seems little point in getting half way through a season and having to turn off without recording your progress. A fault of the CD32 rather than the software, perhaps, that ultimately helps to bring about the downfall off what could (and should) have been a strong product.

In many ways, the match play suffers in a similar vein to that of the strategy side. The matches are certainly competent — the graphics are slightly sketchy, yet appropriately detailed with realistic skin and hair tones, while the controls allow passes, shots, volleys, diving and normal headers, tackles and fouls, and most of the rules of the real thing have been obeyed (offsides are conspicuous by their absence). Notably, the deflections have been very well handled, with the ball ricocheting off the legs of sliding players.

Yet, as with the strategy sections, there's nothing new or extensive about the playing side. It feels a bit hit and miss, lacking the smoothness of the superior Sensi Soccer, although you do have to bear in mind that MUPLC isn't solely a simulation. However, shooting isn't too clever, although at least there aren't too many spots from which you're guaranteed to score, and, despite the pace of the players, the clock seems to tick away pretty slowly.

There's no doubt that MUPLC will find its niche — not only with Man United fans, but also with football junkies, after a decent simulation-cum-management sim on the CD32. Let's face it, there's hardly many of them. Yet, to me, it just doesn't quite cut it — the basis is there but without the trimmings. ■ MS

Play as Manchester United and you get appropriate pictures and intros before each match. The razor-sharp, officially endorsed Photo-CD shots even show if a team's in its home or away colour.

All the fun and excitement to be found at a day out in Old Traford. Sunshine, green grass, and tiny men with numbers above their heads and no legs. Hey, who ever said these overhead affairs weren't realistic? Not me.

Manchester United
Premier League Champions

"There's nothing new or extensive about the playing side. It feels a bit hit and miss, lacking the smoothness of the superior *Sensi Soccer*, although you do have to bear in mind that *MUPLC* isn't solely a simulation"

He skips past one challenge... he skips past two... he's gonna shoot! In typical selfish and thick fashion, Roy Keene hacks at the ball, only to realise he's crap and couldn't hit the side of a barn from two yards.. He then shouts at the referee, smirks at the camera and goes home to sulk. Tsk. Puffy chaps, footballers.

Lot's of a running and a chasing, but there's nothing here to rival the sublime sophistication of *Sensible Soccer*. The larger sprites don't really enhance gameplay in any way, so what's the pont?

Replays follow every goal scored — you can slow these down or speed them up in order to analyse a great strike or quickly skim through an embarrassing own goal.

Unfortunately, all of Man United's horrid kits couldn't be crammed onto the single screen (shame), so you only have a choice of three when they're playing away. Likewise, you can choose the opponent's away kit and these little touches are essential to football freaks, you know. No life and all that.

Profile

■ 1-4 PLAYERS
■ 2 SKILL LEVELS
✗ SAVE GAME
✓ CD32 ENHANCED
Rather nice digitised pictures, extra sound and the like.

PROS: Should go down well with diehard fans, with a fairly good structure and okay gameplay.

CONS: There's just not enough to keep you coming back for more — it feels like the game is only three quarters finished. The matches aren't all that they could have been either, and all the effort spent on the nice presentation appears to be sadly squandered.
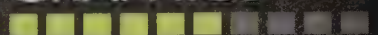
GRAPHICS ■■■■■■■□□□
SOUND ■■■■■■□□□□
GAMEPLAY ■■■■■■■□□□

73%
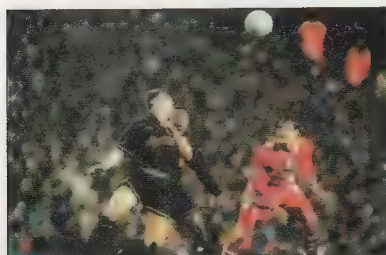
Following the bizarre success of their psychotic variation on American Football, *Brutal Football* (ACG2), Teque have reworked the ultraviolent style around our own national sport. Thoughtfully eliminating all but the most essential of rules and injecting masses of pure violence, can football with bazookas and broadswords fail to be outrageously good fun?

There were two debilitating flaws with *Brutal Football*. Firstly, American football itself was too complicated a sport for Millennium to fool around with: stripping out all the formations and tactics of the original and replacing them with weapons just left a pointless brawl on a field. Secondly, the control system was highly unsatisfactory due both to the unwieldy size of the sprites and their jerky, unimpressive animation.

Wild Cup addresses the first problem by adopting the much more accessible source sport of English football. Here, the premise of running up field, slashing opponents and scoring goals is much closer to the real sport, while the ability to adopt many of the strategies and team formations of normal football sims makes play immediately familiar. Early matches are almost peaceful — it's only after a few cash-rich victories that you can upgrade to the really heavy weaponry. And progressing from cheap knives and shields to Conan-style swords and Rambo rocket launchers provides a good incentive for battling on.

The second problem, however, has not been addressed. Player control in *Wild Cup* has the same unresponsive buttons strangling the game's promising premise. Worse, the awkward side elevation of *Brutal Football* has been replaced by a graphically impressive three-quarter view which while fast-scrolling, limits the visible play area far too much. Perhaps recognising this fact, Teque have made the ball so slow and heavy it's impossible to pass the ball up field to a waiting striker. The game tries to compensate by ensuring a team member is always within six feet, but such limited passing hardly provides a rich tactical dimension. Just like *Brutal*, the game soon degenerates into a simplistic bloodbath. The controls betray the lack of depth, there's just two buttons: one for kick, tackle or shoot and one for fire, slash or defen).

As well as the lamentable game design, *Wild Cup Football* also appears to suffer innumerable quirks and bugs. Computer-controlled players have a worrying tendency to wildly run about, attackers and defenders often locking together like idiot robots. This confusion makes a mockery of the game's tactical pretensions, all the pre-match formation selection seems to have little impact on the game itself. Similarly the limited league — just eight teams including your own — provides minimal depth, the advantages and disadvantages of individual teams meaning little with such frustrating and ultimately moronic gameplay.

While a *Sensible Soccer*-style perspective would've offered a better chance of good gameplay, there's no denying that *Wild Cup's* graphics are indeed very impressive. The various teams, from the sword friendly Vikings to the easily assaulted Hares, are all imaginatively designed and nicely detailed. The scrolling is fast and smoother than the Jaguar version of *Brutal*, while all the blood and firepower is very funny — if only for a short while. Sound FX are noisy and atmospheric, but animation is distinctly jerky and the crude depictation of mass murder soon becomes boring. What's that argument about being desensitised to violence after witnessing an abundance of it, Millennium?

After the slick *James Pond III* I'd hoped Millennium had turned a corner, but sadly *Wild Cup* fails to improve over the poor *Brutal* in anything but cosmetic changes. The sluggish control system means even the two-player mode — the saviour of a great many otherwise poor games — is disappointing and unplayable. CD32 owners desperate for ultraviolent sport should hang on for the much anticipated AGA *Speedball II*. Anyone tempted by *Wild Cup's* screenshots should try before they buy. If the thought occurs that there's remarkably little to do and it plays like a dog, hold that thought, because it doesn't get any better. ■ MCW

It's kick off (in the head) time, and the Vikings should be rather despondent to be facing the Rhinos. Although the blue clad norse warriors can outrun the sluggish Rhinos, for sheer brute force, the horn-headed team are unsurpassed. Of course, if the Vikings are armed with a few shotguns...

A (Mutant) Breed Apart

The initial fun of *Wild Cup* is trying out all the different teams, a motley set of mutant animals with slightly differing abilities and skills. And these are...

VIKINGS
As well as sporting horrible beards, the Vikings are pretty average in all areas, although they do handle a sword well in a scrap.

RHINOS
The biggest and strongest of all the team members, but they're also the slowest and dumbest. Not recommended.
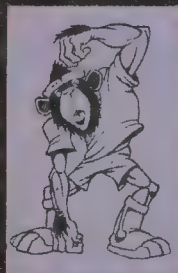
APES
Agile, fast, most intelligent creatures in the stadium, they're ideal for beginners although team members are expensive.
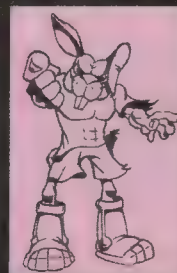
HARES
These buck toothed bunnies are the swiftest around the pitch, but are weak and easily worn down. Easy to chop up.

BEARS
Almost identical to the good all-rounders, the Vikings. A bit sluggish, but good stamina and quite cute, in a hard way.

LIZARDS
Pretty average on everything except stamina. Being cold blooded (I suppose) makes them long lasters in the heat of a battle.
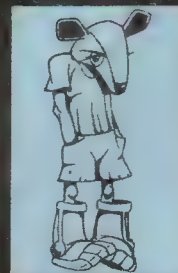
AARDVARKS
The picture says it all. Shirkers, spindly, paranoid... they're rubbish all round, but they are temptingly cheap I suppose.

GOATS
As well as being the most boring animals to build a team with, the Goats have no interesting abilities or special features. Duff.
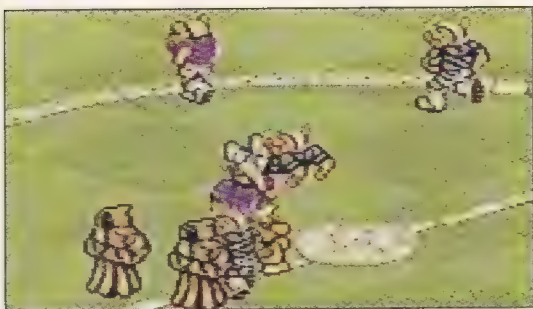
Wild Cup SOCCER
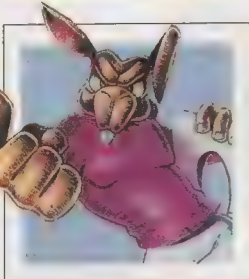
"...limited passing hardly provides a rich tactical dimension... and just like their *Brutal Football*, *Wild Cup Football* soon degenerates into a moronic bloodbath, the simplistic controls betraying the lack of depth."

PUBLISHER Millennium • **PRICE** £29.99
DEVELOPER In-house • **OUT** Now

Goal scoring also affords an opportunity to take in some of the great graphics that surround the stadium. There's a huge amount of work invested in the surface gloss of this game, which makes it all the more depressing that the actual content is so uninspired.
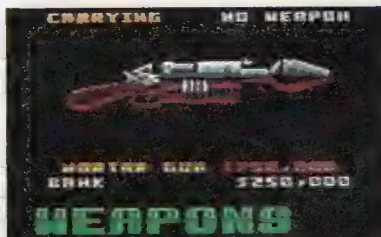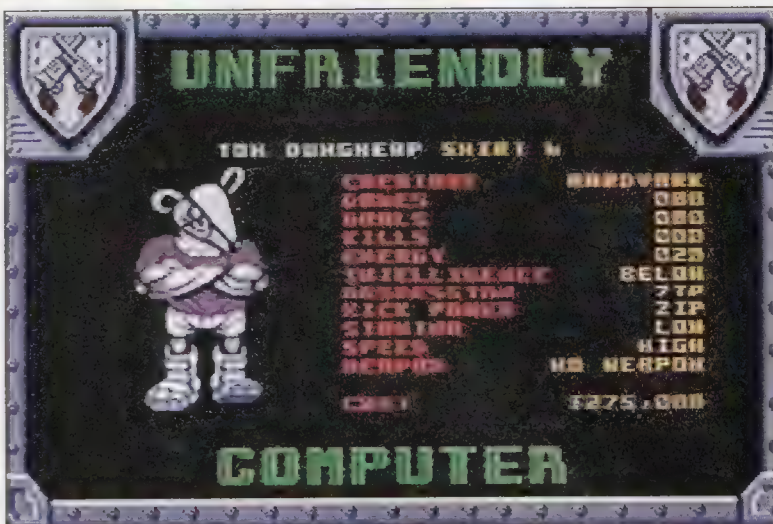
The weapon selection before each match provides the most fun. Money must be won to buy the top guns, because hacking with a sword can't compare to blowing heads off.
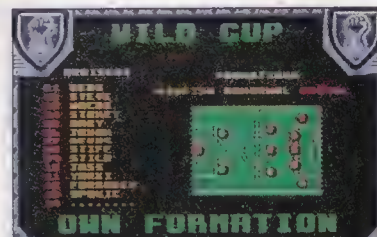
Although the team formation options promise some straegical thinking, in game, your selection seems to have little effect om play.

Running like hell down the wings might be a favoured play style with so much gore to avoid – unfortunately the speed any of the players run at is certainly not 'hell' like in swiftness. Everyone, from the Rhinos to the Hares, plod with some haste around the stadium, but there's no way to avoid intimate combat.

Profile

- **1-2 PLAYERS**
- **1 SKILL LEVEL**
- ✓ **SAVE GAME**
  Onto the CD32.
- ✓ **CD32 ENHANCED**
  Ditties and sound bloops, OK?

PROS: First impressions are good, with an impressive front end, nice presentation and a drop-dead fantastic premise.

CONS: But the whole affair falls apart in play, with a poor control system, ineffective formation selections, poorly animated sprites and sluggish play on the ball. No real tactics can be developed, and the moronic proceedings soon bore.

GRAPHICS

SOUND

GAMEPLAY

65%

CD review

The Shaun Southern and Andrew Morris partnership, otherwise known as Magnetic Fields, leapt to fame with the original *Lotus* racer. Although gameplay was unoriginal, slick programming provided awesome speed and thus mega-sales. This time around, Magnetic Fields aim to revolutionise the platformer.

K id's scenario has evil scientists teleporting a caveman into today's technology packed world. You could say Kid Chaos's confusion is a poignant metaphor for modern living, but if that's Magnetic Field's intention it's a sad and solitary example of innovative thinking. After all, the past out of which *Kid* warped is easily pinpointed as 1991 – the year in which *Sonic The Hedgehog* injected 16bit speed and graphics into platforming. Taken on those terms, *Kid* isn't without strong points. As you'd expect of this team, the A500 version is a masterpiece of machine code. Fast foreground action is set off by a supersmooth in-depth parallax effect, while the various springs and suction tubes accelerate Kid to eye-blurring speed. Audio is no less impressive with some good, pulsing technobeats to urge the action on.

All this technological muscle is shackled to a game which, unlike *Zool*, makes no bones above its inspiration. The first of the five worlds is a brazen reworking of *Sonic*'s opening world; the graphics adopt an identical theme and gameplay items such as the springs, swings, bats and *Sonic*'s spin attack are almost exactly the same. Later on technoworld looks like a poorly remembered clone of Starlight Zone while the TVs you need to smash are yet more misplaced *Sonic* paraphernalia.

Gameplay is no less familiar. In *Sonic* you had to grab a set number of rings and before you could finish the level. In *Kid*, the yobbish hero must smash a set number of flowers before the exit opens. There's also the usual
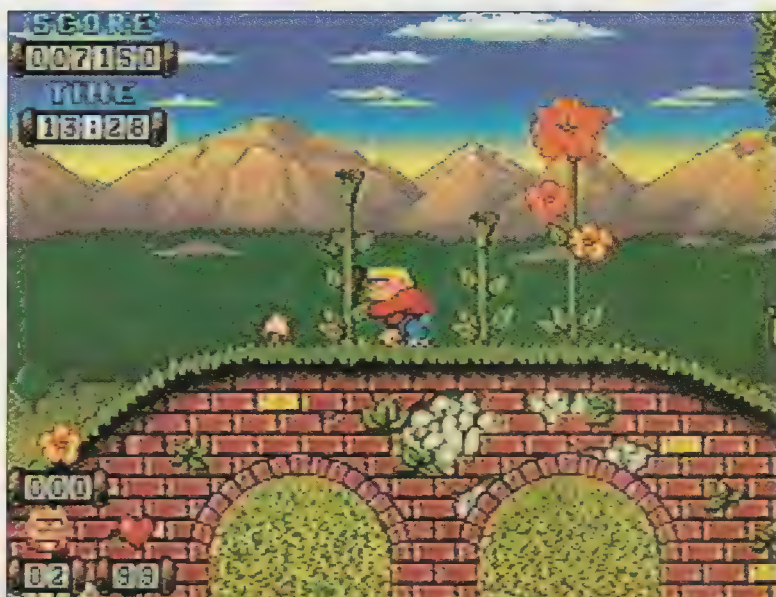
Level One and Kid's set about bashing the flowers – when a certain percentage are destroyed the exit opens. The way Kid's spin-attack bounces him off plants in a flurry of smoke is one of the best parts of the game.

power-ups such as extra time, temporary invulnerability and speed-up but energy is implemented in a novel way. While you can recharge energy by collecting fruit, you also restore energy simply by not getting hit. The constant energy build-up is an interesting idea – simply standing still is the best way to top up energy, albeit slowly – and balances energy against your time limit. However in gameplay terms the scarcity of lives means too often you end up waiting for energy to ramp up before attempting a dangerous jump. As with the game as a whole, you feel the programmers have got the rough shape of *Sonic* without capturing its playability.

On the A500 the technological wizardry at least gave a cutting-edge feel, but the AGA version merely adds a few more colours to a palette which is never that impressive. While 16bit Mega Drive *Mickey Mouse* can produce candy bright toy imagery, *Kid*'s toys look as if they've been dipped in muddy dishwater. Magnetic Field's trademarks Lotus cars whizz about as remote control toys, but the colours are flat and uninspiring. The first world apes *Sonic*'s theme, but turns the brightness down as if overcast by Mancunian grey skies. When *Kid* tries to be original it does better – world two is agreeably weird – but overall this is a sad looking clone. *Zool 2* made a better show of capturing the zest platformers need to cover-up their essential silliness.

Kid could certainly do with a bit of pizzazz to flash up its gameplay. The game lacks the playtested polish of a *Sonic* or *Mario* and the further you get, the more the challenge seems artless and rough. One particular disappointment is the lack of end-level guardians. With all that 32bit power on tap you'd have thought Magnetic Fields could have flashed up some awesome confrontations, but instead they wimp out with tedious *Breakout*-style bonus levels. The final example of this sorry subgame-style is a masterpiece of irritating gameplay with blades randomly spiking through the grass to perfectly finish off a thoroughly irksome experience.

The Amiga has long been praised for the innovation and originality of its games, many of which are now being converted to consoles at over twice the price. However, simply cloning a Japanese platformer without a fraction of Sega or Nintendo's resources or experience is a fool's errand. With a bit of wit and originality the Amiga certainly can do a good platformer, *Second Samurai* is proof of that, but *Kid Chaos* is a fundamentally brainless rip-off and is ultimately far more frustrating than enjoyable. ☐ **SSW**
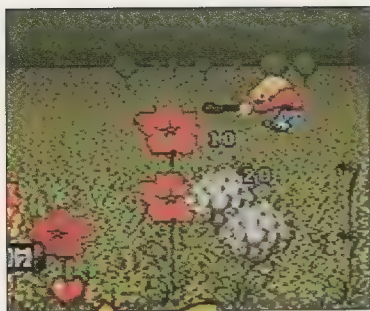
Kid Chaos

"After all, the past out of which Kid warped is easily pinpointed as 1991 – the year in which Sonic The Hedgehog injected 16bit speed and graphics into platforming."

Level Two's toxic wasteland theme is a tad more cynical than most platformers, however the graphics are certainly original and interesting – which is sadly the exception rather than the rule.
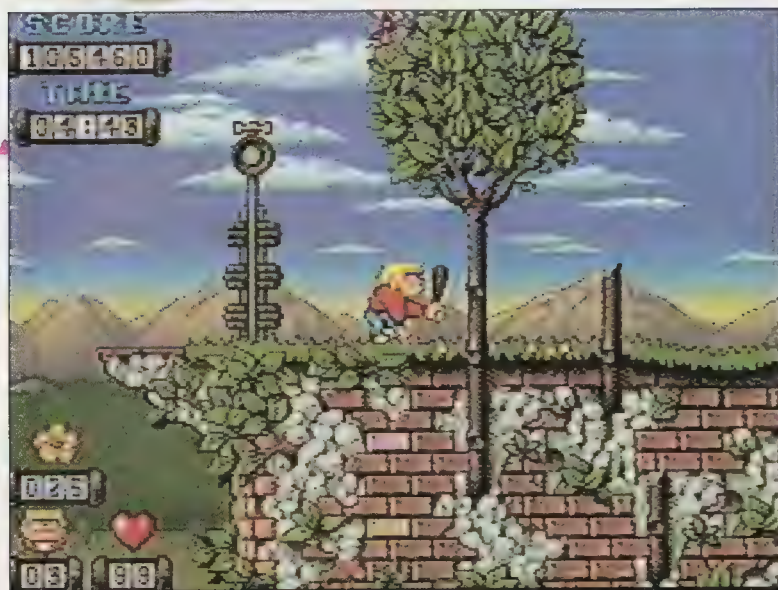
The odd shaped post on the left acts as an in-game save position. If you die you go back to the last one you activated, just like Sonic, which is a useful idea considering the size and difficulty of some levels.

I Want to Break Free

At the end of every world there's a bonus game. The objective is usually to shoot teddies or whatever, although here you use a ball in a Break Out twist.

SCORE 131650
TIME 07815
058
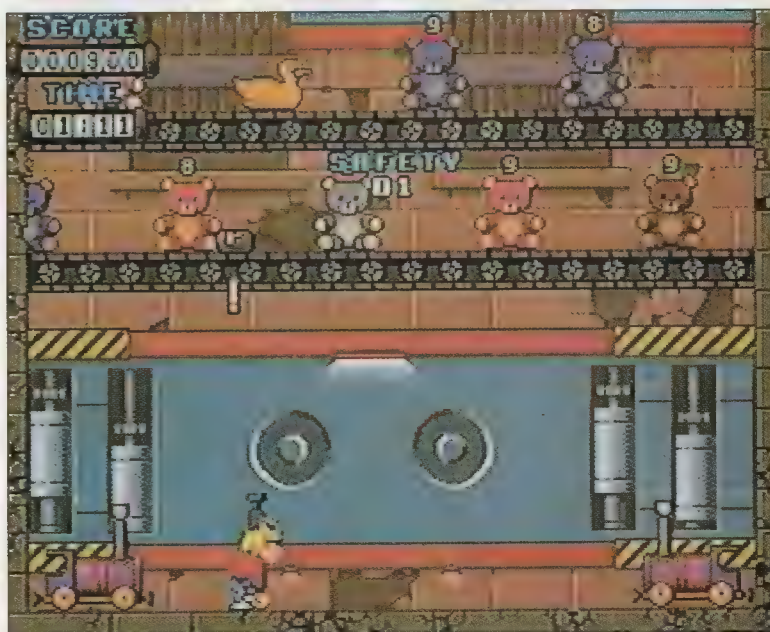
The second toxic level adds a bit of novelty to the gameplay, imposing a tight time limit which turns the level into a frantic race against time. Getting enough flowers while still making the exit in time is tricky.

The spiked, swinging balls are another element which has been seen elsewhere. It's a shame that now Sega are trying to inject new gameplay elements, often beyond the Mega Drive's processing power, Magnetic Fields are content to clone the original and most dated Sonic game.

SCORE 000590
TIME 10:44
OUT OF HEALTH
192

Sonic's Starlight Zone returns as Technoworld, complete with TVs to bash. Sadly, despite that 32bit AGA chipset the new version lacks Sonic's cartoon sheen and gameplay is lacklustre.
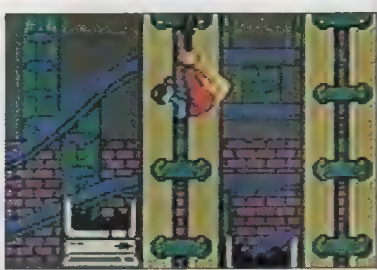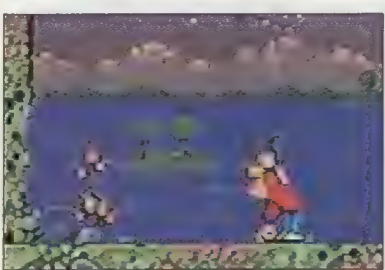
As Kid clubs yet more flowers, a swarm of bees waft about. As Zool 2 demonstrated, the AGA chipset is far in advance of the Mega Drive's, but Kid Chaos is essentially a warmed over A500 game.

Originally Kid was a small blue cat, but after trade show appearances drew guffaws over its similarity to Sega's Sonic, a new and decidedly less cute hero was designed. While certainly different, the Kid lacks instant appeal and looks misplaced in most of the levels. If you've got a yob hero, why not yobbish levels and humour?
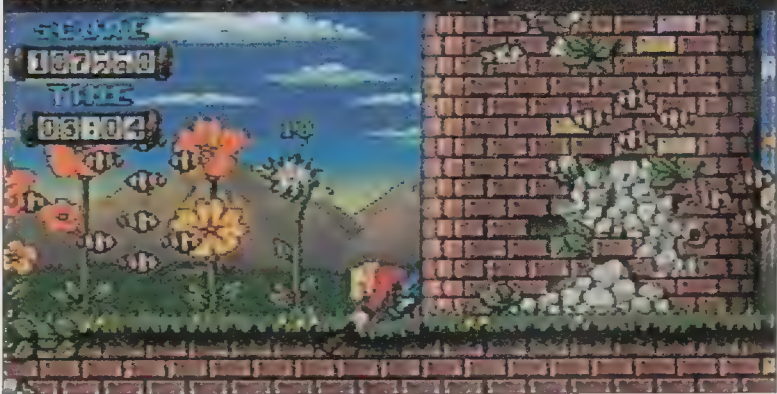
Profile

I PLAYER
I SKILL LEVEL
√ SAVE GAME
Password
√ CD32 ENHANCED
An AGA game with better sound.

PROS: Slick programming provides plenty of speed with a great parallax effect to admire. Earlier levels hint at the simple zest and addictivity of Sonic.

CONS: But the harder the game gets, the more the whole thing seems rushed and frustrating. The puzzles are hard and irritating, rather than witty and entertaining, making progress dull.

GRAPHICS
■■■■■■■□□□

SOUND
■■■■■■□□□□

GAMEPLAY
■■■■■■□□□□

68%

Upgrade Your Machine

Win a Superb **Paravision SX-1 Expansion Unit**
plus a copy of a brilliant **double pack!**

with **Team 17**

Justifiably pleased and proud that their long awaited mega-game, **Super Stardust**, has finally arrived (and reviewed this issue), **Team 17** have generously offered to give away one **SX-1 Expansion Unit** from **Paravision**, probably the most sought after the most popular piece of hardware around for the CD32 along with a copy of either Team 17 Double pack (**Qwack/ Alien Breed** or **Project-X/F-17**) to whoever gets their postcard pulled from the bag in yet another, fabulous **Amiga CD32 Gamer** competition. Worth £300 and bundled with a CDTV keyboard, this is no small prize, and with five runners up prizes of double packs, it makes sense to answer the easy as ever question.

The imminent Team 17 release, *TOWER ASSAULT*, is the sequel to which bestselling Amiga game?

Answers on those ever popular postcards please, addressed to:

AMIGA CD32 GAMER TEAM 17 COMP PARAGON PUBLISHING LTD. DURHAM HOUSE 124 OLD CHRISTCHURCH ROAD BOURNEMOUTH BH1 1NF

Closing date for entries is the **30th October 1994** and don't forget to mention which double pack you'd prefer. □
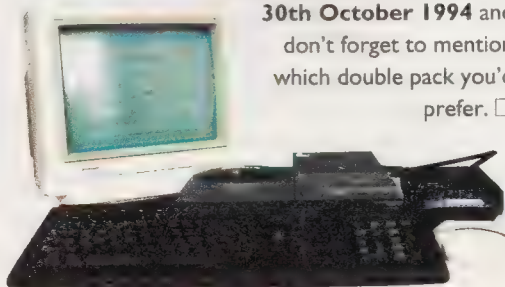
Parallel Port
(25 pin A1200 compatible.)
Parallel Printer
• Video Digitiser (Scanner)
• Audio Digitiser
• Parnet to other Amiga systems.
Disable Switch
• Turns off Hard Drive.

Floppy Drive, Serial port and Parallel port to ensure hardware compatibility with awkward CD32 programs.
IDE Hard Drive Connection
• 37 pin external for larger unit. DB37 standard.

Audio Input Connection
(6 pin Mini-DIN type.)
• Allows mixing of Amiga audio and CD audio with a third audio stream.
AT-101 Keyboard Translator
• Allows you to use an IBM compatible keyboard rather than one of those rare A4000/CDTV keyboards.

Serial Port.
(9 pin. IBM compatible RS232)
• Modem • Serial Printer
• Light Pen
• Other computers via null modem.
Floppy Disk Drive Port
(23 pin DB25 Amiga standard, A1200 compatible.)
• External Amiga-type floppy drive.

Memory Enable
(72 pin Memory SIMM Connection.)
Add 1, 2, 4 or 8Mb of RAM. (If FMV fitted, 8Mb option eliminated due to FMV configuration.)

Real Time Clock
A clock is built into the SX-1 and simply requires a standard digital watch battery to set it going.

IDE Hard Drive Connection
• 44 pin internal for mounting 2.5 inch Hard Drive underneath SX-1. Identical to A1200 connector.

Full Motion Video
Passthrough
• Use FMV/MPEG unit with SX-1.

RGB Video Port
(25 pin A1200 compatible.)

• Standard Amiga RGB Monitor.
• VGA Monitor (requires driver).

CD32 GAMER
PLAYING TIPS

Ours tips section is even larger than usual this month, as we continue with our quest to bust all the biggest and best games around on CD32. As well continuing solutions for *Cannon Fodder* and *Legacy Of Sorasil*, we begin a definitive guide to rescuing *Litil Divil* from hell, launch into a fantastic level solution and play guide to the fantastic *Jetstrike*, and expose a few secret levels tucked away in *Fury Of The Furries*. Could you ask for any more?

CD32 TIPS INDEX

Last month's cover game has quickly become this month's solved game (almost, anyway). It wasn't easy. We had to wrestle with fire breathing scum, rescue scantily clad damsels and tussle with green eyed monsters. But enough about every-day life at the *Gamer* offices — on with the show!

Litil Divil

LEVEL ONE:

■ The Platform Room

Avoid the bones thrown by the skeletons and try to remember where each teleport pad leads. Remember — walking back through a teleporter upon which you've just arrived returns you to the previous location. The aim's to locate a secret treasure. Once you've got it, jump onto the nearest teleport pad and you'll be whisked back to those lovely corridors.

■ The Spider Room

First collect some cash, then go to the shop and buy the can of insect spray. Enter the spider's lair, position Mutt next to the giant spider's head and hold down the blue button. Mutt will repeatedly spray the noxious fumes into the monsters face until its head explodes. When it does, a torch will be revealed. Collect it to complete the screen. While you're spraying you can use the red button to make Mutt stamp on the baby spiders.

■ The Arena

Don't bother going into the arena 'til you have the hat pin from the shop. If you can't afford it, have another search about — you must have missed a cash stash. When you have the pin, enter the arena to face a sumo wrestler. Push the pad towards him and repeatedly hit fire. When you've knocked him down a few times Mutt will remove the pin from his bag and pop Mr Sumo's pot-belly to win the fight.

■ The Swamp Room

Make sure you've bought the bucket, then enter the swamp. The sinking boulders are pretty easy to negotiate but remember to pause on the last but one. When the flame from the wall begins to recede, jump onto the last boulder and, as long as you have the bucket, Mutt will extinguish the fire-spitting wall once and for all.
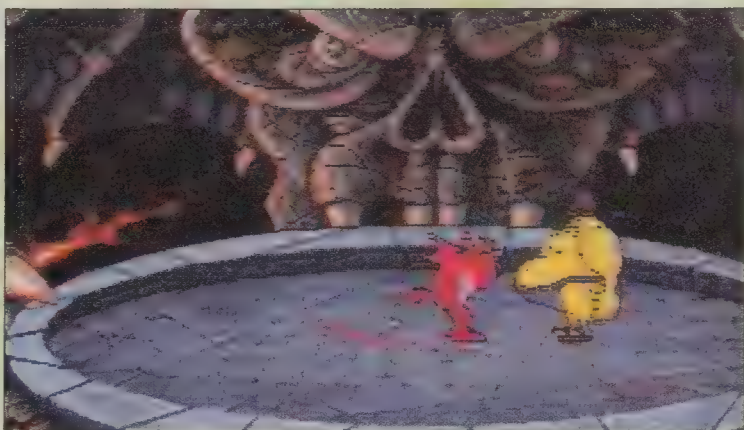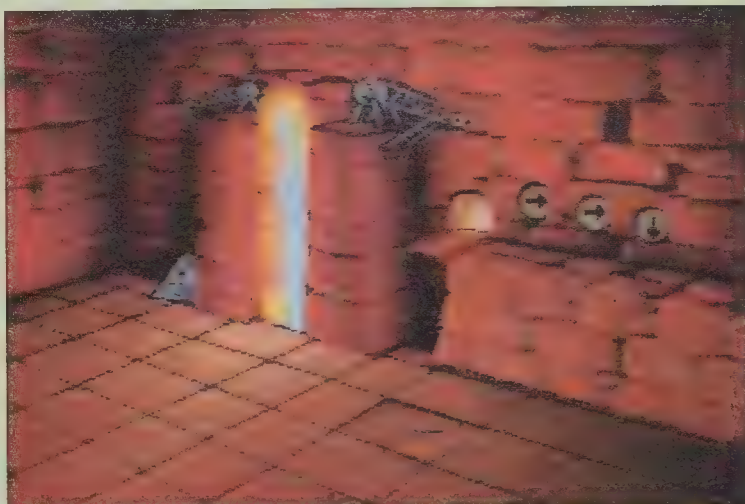
The Furnace

The idea here is to get the fire to burn the rope on the left hand side of the furnace room. Unfortunately there's three fire guards in the way. Each is controlled individually via the three wheels to the right. Adjust the wheels so that all three guards are open. To make things difficult, there's a green seal who like to mess up your good work. To get rid of him simply press fire and Mutt will kick him across the room. To turn the wheels, position Mutt by the appropriate one and press up.

The Death Room

This one isn't as nasty as it sounds, and it gives your brain a bit of a rest. Go over to the big black demon and kick him in the stomach. He'll open his robe and a skeleton will appear. Keep punching it until it collapses, then jump on it using the blue button. When it's finished, kick the demon again and another skeleton will appear. Deal with it in the same way as before. Continue this way until the demon disappears.

The Siren

Very simple once you've learned hown to do it. Jumping on the fishes will release a symbol, different for each fish. Remember the order of symbols the siren shows you, then simply jump on the fish in the correct order. Get it right and a particularly pointed fish will whisk the siren away, leaving you to continue in peace.

The Sacrifice

Save the busty maiden from that swinging blade! To do this, you need to pull the ropes until the pathway is level and traversable. It's possible (but laborious) to do it by trial and error, but there's an easier way. Did you see a sign on the corridor wall earlier on? It had lines and numbers on it. It was, in fact, the quick solution to this very puzzle. Never mind if you missed it — just pull the ropes in this order: fifth, fourth, first, third.

The Gobs
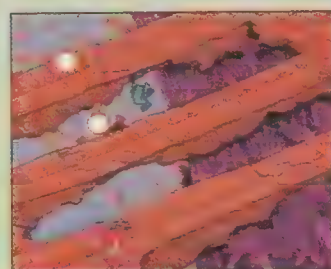
Here you have to get across the bridge and down the tunnel (top left) without being knocked into the ravine. Go up the first bridge, wait for the ball to bounce over your head, then jump over the crumbling middle section and immediately leap onto the middle bridge. Wait 'til there's a space between the green creature and the tunnel entrance then jump over onto the far bridge and make dash for it.

The Skull Room

Absolutely dead easy, the simplest room in the game — as long as you keep your eyes on the screen. The demon puts an eyeball under one of three cups then juggles them about. Just pick out which one it is and you win. Win three times and you've beaten the puzzle. It always comes out in the same order anyway — one, two, three. What could be simpler?

The Dragon

To get past the dragon's flaming breath, you need to clog up its nostrils with those gem stones lieing handyly in a pile on the left of the screen. You'll have to practice to get the positioning right. When you've managed it, go and have a rummage in that chest of goodies lying by the beast's belly.
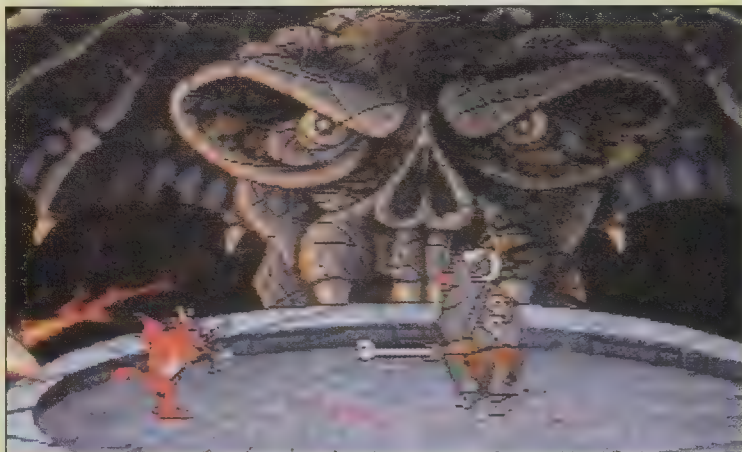
The Second Arena

It's always a good idea to buy everything in the shop as soon as you can afford it. You don't know when you're going to need most of it. Here you can hack the bearded warrior apart with the help of you trusty axe. Now wasn't that a bargain?

The Witches

There's only one way out of here, but you're too fat to get through. No matter! Just wang the red, green and blue potions into the cauldron and take a swig. As soon as you transform into a mouse, run to the left of the screen and through the little gap. Be careful to avoid the cat, however.
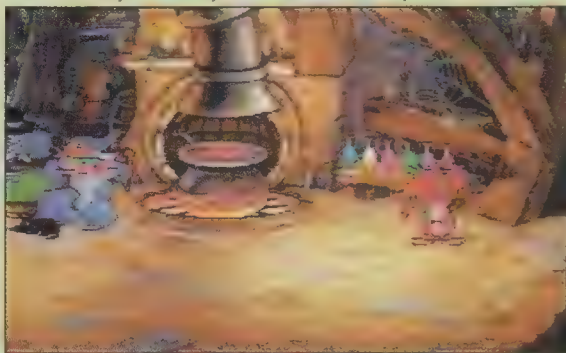
Bubbles

To get from one side of the cavern to the other you need to ride the rising bubbles. Smaller ones go up faster, bigger ones can be ridden for longer, but one things for sure — they all burst eventually. Look out for the falling tacks which burst all bubbles in their path, and don't jump underneath them.

LEVEL THREE:
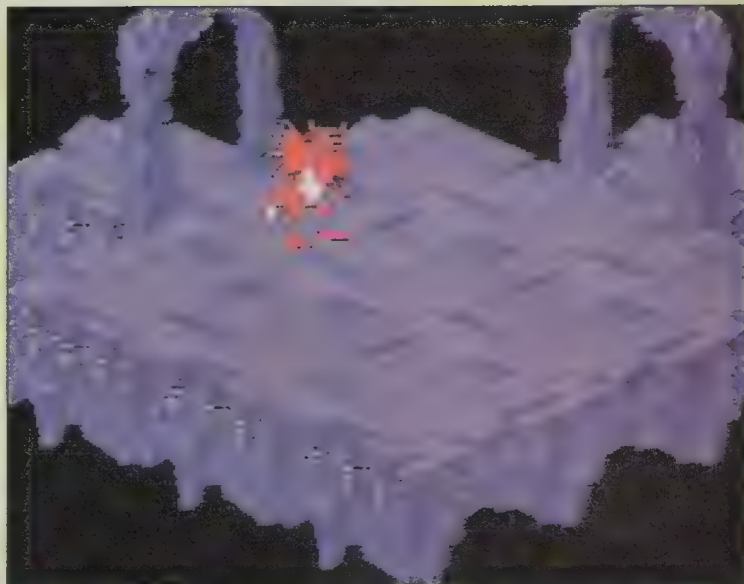
The 3D maze

The 3D maze isn't really a maze at all. There's not much choice about which way you go, except that certain parts crumble should you walk on them. Unfortunately they look all the rest so you'll have to figure out where they are by trial and error. The sections of pathway flashing different colours can only be crossed when their colour matches that of the rest of the level. It's all down to timing to get it right. The main objective in the maze is to collect three items — the mug, the weights and the ladle. These are hidden in the rooms. To enter a room, enter a skull doorway and press fire. You'll now see inside the room and any objects therein. Collect the rifle on the first section to defeat the spitting monsters. Different levels of the 'maze' a reached by lifts located in some of the rooms.

LEVEL FOUR:

The Laser Room
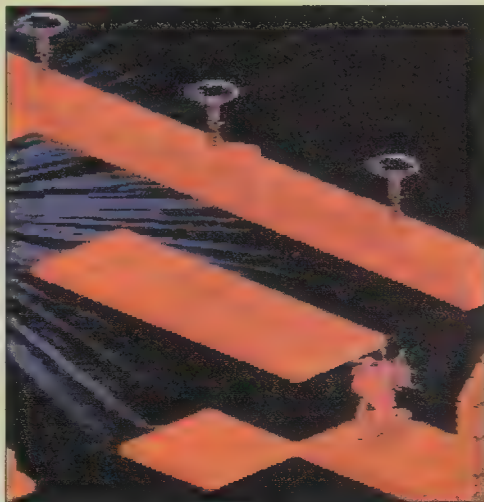
First of all, forget about the laser completely. The chances of it hitting you are very small and, even then, one hit won't kill you. The secret's to watch the platforms as they flit around. They always move in the same pattern and you've got to work it out, memorise it, and move Mutt around, anticipating where the next plaform is going to appear. Get all the way across to the other side and your reward is... a tennis racket!? Then you've gotta come all the way back.

The Hourglass

What relevance the name has to the puzzle is anyones guess. hey ho. The task at hand is simple enough, but very tricky. You have to throw eyeballs into the eye sockets of the three rotating skulls while avoiding the energy bolts thrown by two little rat-like creatures. Always try to throw the balls from the middle for best results, but keep moving left and right to avoid the enemy fire. Careful not to walk too far left though — you'll exit the level and have to restart. Very annoying when you only had one eyeball to go.

The Lava Room

At first this one seems ludicrously tricky. The trick is to learn to accurately judge the length of a jump. You can hold fire to jump further but this complicates things. Just use the tap jump. You have to leap on the floating tiles to cross the pool of lava, but that's not all. To open the exit door, you first need to collect one of the keys lying on certain tiles. Do this by jumping onto the key. Once you've got it, jump onto the steps on the right.

A word of warning — some times a fast moving tile cause a pile up in the pool. When this happens, timing jumps is extremely tricky so wait for it to clear.

Solitaire

Absolutely dead simple, this. You have to reach the opposite corner before the guardian reaches yours. To win, simply go twice left, twice forward, five times left, then keep going forward until you reach the corner and the guardian turns into a pawn. Take the pawn and leave via the guardian's corner.

The Chasm

To open the exit on the right you have to hit the three buttons. This one plays quite similar to the Gobs stage in level two but it's a whole lot trickier. Always wait until the disks are more or less in line before jumping and avoid the flying spears by hitting fire to crouch.

Dark Room

Another lava filled room, but this time you can't fall in. You can leap one tile's width, but not across the lava. Flick the various switches until you find a combination which opens the route to the exit (mark by a ying-yang) on the left. It's imperative to keep moving however, or a slimy monster will drag you into the lava.

Conclusion Next Month

Jet Strike Part I

After raving on about Jetstrike last month, we have to report the addiction shows no sign of waning with the game delivering more and more the further you get. Have you seen how if you buzz the ground crew they duck? How about taking down the Backfire bomber on the city missions? The more we play, the more the game seems like the best thing yet on CD32. The challenge is huge and varied, the CD soundtrack top class and playability out of this world. A full Play Guide is essential, starting this month with programmer Aaron Fothergill's own special tips.

THE ZEN OF JETSTRIKE

In order to get the most enjoyment out of playing Jetstrike, you may want to gain a certain insight into the frame of mind that the programming team was in while writing the game. Jetstrike aims to catch all those classic elements of aviation books, films and even music that make the idea of flying appeal to so many.

You have got to read at least one Biggles book (by Captain W.E. Johns) – they are classics of aviation literature. Honest ! Also, try to read *Fighter Pilot* by Paul Richey DFC.

The following films all have some of the classic elements that we found so necessary when programming Jetstrike:

Top Gun: Useful if you want an American perspective, but be sure to watch **Hot Shots** as an antidote...
The Battle Of Britain: An Absolute Classic. Watch at least 15 times...
Wings of the Apache: A Great one for helicopter freaks...
All the **Iron Eagle** films (even the silly one): Just goes to show that combat flying can't be taken seriously!
Air America: To learn how to REALLY land a Pilatus Porter !
Flight Of The Intruder: Lots of flying through AA fire and tracers zipping past the aircraft.
Those Wonderful Men in their Flying Machines, **The Blue Max** and **The Great Waldo Pepper** for inspirational stunt flying.
Also watch **633 Squadron** and all the black and white war flying movies.

And apart from the **Jetstrike** soundtrack, try listening to...
Most of the **Top Gun** soundtrack... At least they got the soundtrack part of it right (well, most of it)
Learning to Fly, Pink Floyd... Great when you're trying out the Hang Glider.
Five Miles Out, Mike Oldfield... In fact, any **Mike Oldfield** music (except for those naff Orb remixes).
If you are flying the Zero, playing **Gary Numan** on your stereo increases your chance of running out of petrol and having to make an emergency landing.
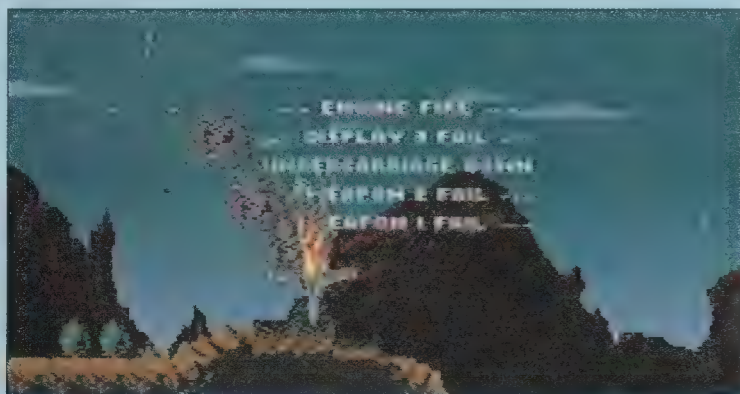
GENERAL TIPS

True Jetstrike addicts will have played *Skystrike* or *Jetstrike Junior* (major addicts will still have original copies somewhere).

● **Save the game whenever you get a chance!**

● Always (except when in tunnels) turn the aircraft around in an UPWARDS direction (Push Up when flying right, Push Down when flying left). This helps stop you flying into the ground.
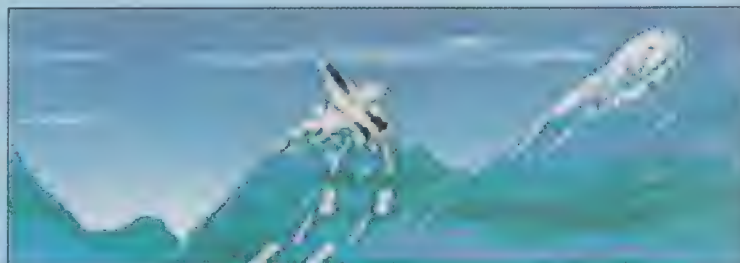
● **Get used to flying the older jets (like the Hunter and MiG-21). Because each jet can only be used for so many missions, it is best to save the best ones for the harder missions later on.**

● Watch out for regenerating AA/SAM sites!

● **Flying low to the ground (within about 48 pixels) will get you more points (5 points for every few seconds).**

● Always try to clear the area of enemy aircraft. If there are no enemy aircraft and no active enemy runway, the refuelling Fat Albert (C-130 Hercules) will take off and be available for air-to-air refuelling.

● **When flying from the carrier, use aircraft that are normally used by the Navy. These will normally have an arrestor hook and be easier to land.**

● Learn to recognise when it is a good time to crash land, when to try for your base and when to eject. Early on autoeject means you can't die until you run out of planes, but this option is soon lost and if you're still in a plane when it crashes into the ground it's game over however many planes are left. When you hear the "Mayday" message, it's normally Eject time, although a brave pilot can either crash land or make it back to base, saving the aircraft and mission bonus.

● **If you've got a CD32 pad, turn off 'throttle on stick' which is designed for joystick control and unecessarily complicates joypad control.**

During the development, several interesting flying manoeuvres were invented by the test pilots. Quite a few of them became useful as defensive or offensive tactics. The rest were mainly for showing off. Strangely enough, most of the "show" tactics tend to involve the aircraft wrapping itself around buildings, mountains and trees until you get them right !

THE TURN AROUND IN THE TUNNEL TRICK (Invented by Bob Baker)

This one is VERY difficult ! Fly into a tunnel, flick turn the aircraft (slamming the throttle to zero, while sharply turning the aircraft around) slam the throttle back to full and fly back out of the tunnel the same end that you entered. This doesn't count if you use a helicopter or the Harrier to hover about !

THE FRIENDLY FIRE (How to shoot down enemies with enemy missiles)

If you fly high enough over the ground based SAM sites, you will notice that the SAMs run out of fuel and veer off before self destructing. This can be handy if you have bad guys on your tail and you are flying an unarmed aircraft, or one of the helicopters with little air combat potential (such as the Wessex and the Huey).

Position yourself just above the SAM's range so that the missiles are veering off left and right of you without actually hitting. As the enemy aircraft flies past you, there is a good chance that he will be caught in the blast of one of these detonating missiles and be shot down. Say "Sucker !" in a suitable drawl and get back to base before more aircraft scramble.

THE COBRA (A classic manoeuvre, used by flashy MiG-29 Pilots)

This trick is excellent when you have fighters on your tail and have ammo remaining. Basically you hit full throttle and go straight up, with the potato head (test pilot slang for the SPUDD pilots) invariably following you. As the tracer fire starts to whizz past your windscreen, shut down the throttle and tail slide back down. As the enemy fighter goes past you and starts to bank away, you dip the nose towards him and hit him with a couple of Sidewinders and your guns. Try to look smarmy as the wreckage dives towards the ground.

TWO FOR ONE (Used by myself, a great way of saving ammo)

If you are using one of the light aircraft, and have limited ammo, or you have been flying patrol over an active enemy airfield and are down to your last air-to-air missile, try to fire off your missile when two enemy aircraft are close together. Because most of the air-to-air weapons are proximity fused, it will explode near the aircraft targeted, and possibly damage or even destroy any other enemy aircraft flying too close. The only problem is that this trick really needs you to fight very close up to the enemy jets, who will probably get a few hits in on your aircraft too. The Phoenix air-to-air missile however, has a large enough blast area to take out two aircraft in a more spread formation at a long range, so these can be handy (use the weapon follow to watch them hit !)

MORE FRIENDLY FIRE (Or how to REALLY impress your friends!)

If you are incredibly lucky (or an excellent pilot), the aircraft shot down by the SAM site will crash on the SAM launcher and destroy it. If this happens and other people are watching, look really smarmy and make like you intended it to happen !

THE "GRAB THE WHEELS MATE !" PICKUP (!)

If you've seen Those Wonderful Men in their Flying Machines and several other films where they try the same trick, you'll know what I'm talking about.

A Friendly agent needs to be rescued from behind enemy lines where there isn't a suitable landing field (why can't the little git walk is what I want to know?), but you don't want to risk flying a lightly armed rescue helicopter in to winch him up. So you take any aircraft you want (the Harrier and Werewolf are the best for this mission), and fly VERY slow and VERY low over him with the wheels down (or hover very low) and he will grab hold of the undercarriage and climb aboard. You can just imagine the SPUDD troops waiting for you. "Any minute now Pierre, an unarmed rescue helicopter is going to fly over that ridge and hover around in our gun sites. Won't he be surprised!"

THE TAIL SLIDE BOMBING RUN (my favourite trick)

The aircraft in Jetstrike have much more powerful engines than those in real life. This means that you can stall the aircraft into a tail-slide and with careful use of the throttle, slowly descend towards your target (even between buildings) and drop large numbers of iron bombs directly onto it.

LANDING ON A PIXEL (Chief Test Pilot Adam's favourite trick)

This can come in really handy when you're in a tight spot. If you have a tight control of the throttle, you can hold the aircraft just above its stall speed and land it in an incredibly short space. By switching on display smoke you can see just how fast your aircraft is descending. With its reverse thrust, the Tornado is great for this improbable sort of short landing.

Alternatively, use a controlled tail slide (see above) until you are just above the runway, then rotate and dive or throttle out of the stall to a short landing.

THE ARNIE (Adam's second favourite trick)

Arm up a heavy jet with Heavy Rockets. When about to fly into the side of a tall building, fire the rockets ahead of you, hopefully demolishing it for you to fly through. Watch out for falling debris though !

CRASH LANDING

To complete the game without running out of aircraft, you will probably need to crash land (with the gear up) at least once. If you successfully belly land, you won't lose any of your power-up bonuses or any aircraft. However, crash landings can go badly wrong and leave you spread about the countryside.

First of all, pick as long a stretch of flat, smooth ground or water as possible (preferably your runway), then reduce your speed to just above the stall before you hit the ground (as flat as possible), so that the aircraft will stop in a shorter distance. Watch out for the aircraft trying to flip over and be ready to eject instantly if it looks like your engine is about to explode (one advantage of crash landing on your runway is that the fire engine will attempt to put out engine fires).

If you run out of fuel or have an engine failure, you can land on enemy runways, water (in a seaplane) or flat ground (if the aircraft can land off runway, like the Harrier and most of the older prop aircraft), then you can jump out (pressing the STOP/START button) when the aircraft is stopped. This counts as a crash landing, the aircraft is recovered and you don't lose any bonuses.

FOR THE BRAVE OR SUICIDAL (Fun with Hang Gliders)

If you can get an ammo bonus and preferably a firepower bonus too, the Hang Glider can be used for dogfighting ! The Ammo bonus increases ammo capacity by 100 rounds, giving the Hang Glider a 100 round machine gun. Firepower and computer gun bonuses increase the power and accuracy of this gun. Any points you score in the Hang Glider are multiplied by Eleven times, however, the aircraft is eleven times more likely to just explode when hit.

If you can grab a couple of armour bonuses you have more chance of survival, and rocket boosters give you a chance of powering out of trouble or gaining height to make it back to base.

When hang gliding, it's best to switch on the display smoke so that you can tell how fast you are descending, and remember, with the gear down, you lose a lot of speed, so you can use the undercarriage (your legs) as an airbrake.
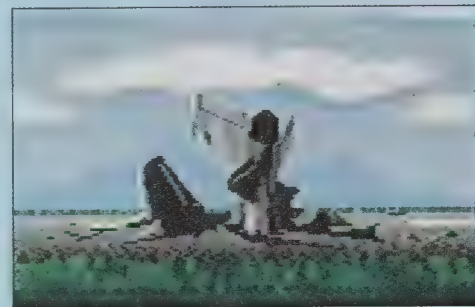
PLAYERS GUIDE

RIGHT, you miserable heap of parrot droppings! You're in the airforce now. And not just any airforce, there's no pansy flying, getting off with instructors, or starched white trousers in this outfit – it's combat flying all the way. Anybody who doesn't make the grade gets sent home... in box.

You may think I'm harsh, but you'll thank me for it when the brown stuff hits the fan. If you can't pilot a crippled Huey through the mountains in dense smoke, with shrapnel flying all over the place, and the sky black with MiGs, then you're not a man, and men is what the Jetstrike unit is all about.

You'll be required to perform stupidly dangerous stunts. Enter the world's worst hell-holes and stoke up the furnace. Go head-to-head with the best pilots the SPUDDs have to offer – and survive, with only an insane grin and a fist-sized cigar for your trouble. Are you listening, lieutenant? Good. Get kitted up with full flight gear and prep for take-off. We leave for the warzone in 40 minutes. Let's kick some SPUDD butt!

DITCHING IS A GOOD IDEA

On water missions, always remember that you can simply ditch your plane in the drink to complete a mission. What you must do is fly low to the water, then drop the power, dip the nose to gain forward momentum, then pull up and remain totally flat as you touch down. Provided you are going slow enough and your nose isn't tilted, you should land on the water and be transported back to the carrier if you eject.

You will lose a plane, but you would anyway even if you landed back safely, so what the hell! This is particularly useful if you are badly damaged or running low on fuel, because the whole ocean is your runway.

This is why the water missions are so much easier to complete than tough sections like the city or mountains. The best thing about this strategy is that even though you are left in the water you do not lose a life as if you had ejected. This way you can be sure of getting to the later levels.

Ditching is also true for enemy runways or strips of open concrete. If you land and press the eject button, you will abandon the plane and return to the base, but you will not lose a life.

MISSIONS 1-10

These are a very introduction to the game so there's no point going into detail about them, other than to say you should obviously use the weaker hardware, such as the Hawker Hunter or even Spitfire, to save the best stuff for when it's really needed.

JUNGLE I MISSIONS

MISSION 11

An easy mission to begin with in the jungle. SPUDD have set up some secret equipment in the next valley. The best aircraft for this raid is definitely the Harrier Jump jet. When you select it, you should also get some HARM anti radar missiles and some straightforward bombs. I recommend the 2,000lb bombs for maximum damage.

A firepower power-up is extremely useful on this level as it will enable you to blast all the ground targets on the ridge to the left, which are busy protecting the secret installation beyond.

Hug the walls of the canyon and you should avoid the many heat-seeking missiles that are being fired by the SAM site near the base. When you are right over the buildings, drop your payload and use your guns to take out anything else. Hug the ground back to friendly territory or you may be shot down by a stray MiG or piece of flak.

The most important thing to remember on this mission is that the mountains are very steep and you can easily fly off course into a canyon wall. Watch the map and use the Harrier to survey the ground. On the first mountain for example, there is a chain gun, followed by a SAM site and more guns. The SAM site is always worth destroying if you have any weapons left after the bombing.

MISSION 12

This is tough because you don't really want to take an unarmed Westland into a buzzing warzone, especially seeing as every time you take to the air, SPUDD have a couple of planes parked behind the nearest cloud!

Use the EH101 rescue chopper or a Huey for this job, because they've got plenty of weapons if things get sticky, as well as decent armour and manoeuvrability to defend against the gun sites. For the Huey, equip it with twin Brownings for the ground targets on the way.

The pilot is to be found on the far left, just after the first valley and it is protected by two flak sites and a SAM. The best idea is to either hug the ground, or go very high in the air so that the SAM missiles don't lock on. Use the map to find the rescue point and don't hang around. Watch out for low fire from the closest gun as you pick up the pilot, you may even see the plane explode.

MISSION 13

Attack and destroy the camp on the right. This is a simple bombing mission, so use the F4 Phantom, Strikemaster or Buccaneer. Alternatively, you should try to complete this mission with the Aeromanchi MB-339, to avoid using precious planes that may be vital later on.

Tool up with as many heavy bombs and items of destruction as possible and head off to the right at low level to get more points. There is a SAM site just after the big hill with the pylon, so get low straight away or risk being shot down over the base.

You may not see anything at first, but close inspection reveals enemy troops running about with Stingers strapped to their shoulders, and some tents between the two look-out towers. These are the main targets, so bomb away.

If you over-shoot, pull the nose up and drop the throttle to zero, then turn the aircraft in the air and hit the gas for a perfect low momentum u-turn. If you are really lucky the pilot will say "have a nice day" as you bomb countless innocent civilians.

MISSION 14

Two SPUDD fighters are on their way – destroy them. The best planes to use are either the Aeromanchi (for the obvious reasons), or the F-5 Freedom fighter, because it is a good nimble attack aircraft, and you start with 15, so that should be plenty. Alternatively, why not try out the F-15, because this has Phoenix missile capability and you can take out the jets from the comfort of your armchair.

Use the stall and shoot method to take out both planes. Alternatively, fly directly towards them (using the follow plane option to see if they are flying directly at you), then at the last minute, as they say "I have you now", dive out of the way of the missiles, turn back and get the missile lock on them. Nine times out of ten if you try to take them head-on, or you'll get is a uranium-tipped headache!

You may even want to try out Aaron's double whammy approach to taking out aircraft, by using a MiG-29 and Phoenix missiles. Choices, choices.
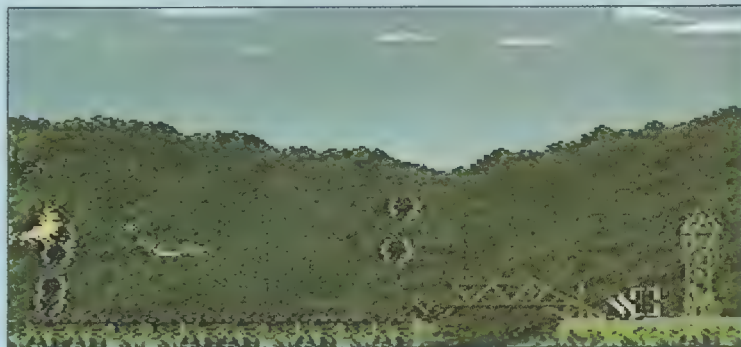
MISSION 15

This bombing mission involves tanks at their refuelling bay, but watch out for the pylons and watch towers all around. Also, the SPUDDs have cunningly placed their SAM sites right next to the towers, and this means you cannot take them out easily without an AGM 65.

The best plane for this is the humble F4 Phantom or the awesome F-111. Any big bomber will do. Just fly in and level the entire area; getting extra points for taking out the enemy hangers. If you do this, less jets will appear later on.

Incidentally, if you notice that your map is jammed on the way in, this is the little radar station at the beginning of your run. All through Jetstrike you will see these jamming station. A well placed bomb will take out their interference for good.

MISSION 16

A good preparation for this runway bombing raid is to send up a good air-to-air plane such as the F5 or any of the 'Top Gun' fighters or MiGs, to take care of the three enemy planes that are carefully guarding the target area.

Once done, you can select the Phantom, MiG-23, F-15, A-10, Jaguar Mk2, Panavia Tornado or any other medium bomber, and use the JP233s to blow the hell out of the SPUDD runway. Note that there is a radio jammer at the end, and ack-ack guns all the way!

When you activate the runway disposal system, stay close to the ground, as the weapon is basically just a constant stream of mini bombs; designed to fracture the surface and prevent take-offs. Don't just press the button and fly off or the mission will not be completed.

MISSION 17

This is the final mission in the jungle sector. You must destroy the command base. I've found the best way to do this is to send in a heavily armoured jet or better still, a helicopter, to take out the many SAMs and guns that guard the base (which is the big round white thing that looks like the Epcot centre).

The base will only be damaged by heavy poundage bombs like the 2,000lb ones, and so the only bombers capable of completing this mission are the heavy ones such as the F-111 or MiG-23.

In order to hit such a small target accurately, you must slow right down, but stay low to avoid the enemy fighters. Each bomb will devastate the base, but it may take two or three to finally level it. The best route to the base is to head right, rather than risk a slow bomber over the mountain peaks to the left. This route is mostly flat, although there is a huge pylon halfway through that must be avoided and doesn't show up on the map because it is half in a valley. Cunning. □ **DB**

More JETSTRIKE Tips next Month

This is your base... obviously. Fortunately, the runway is long enough to crash land or practice your approaches.

Here lies a lone SAM site and a bunker. Why not drop any left-over bombs on it after taking out the training camp?

Mission 13 is to zap this training camp. Use a Phantom or any other heavy bomber to waste it. Watch out for the ground troops with Stinger missiles!

Hugging the mountains may not be a good idea if you come across this huge radio mast. Blast it for no apparent reason. You rebel.

Below is a radio jamming station which hides the enemy super base on the right. Terminate with extreme prejudice!

For the final mission you must use a heavy bomber such as the F-111 to blast this large Epcot centre base.

The enemy runway is surrounded by gun and SAM sites. Stay low and watch out for scrambling enemy aircraft.

Below is where the tanks are refu-elling for mission 15. Approach low, but watch out for the pylons. Hit the hanger for extra points.

These factories aren't a target, but by 'eck it's tempting to toast them on the way to the tanks mission. Go for it.

If you get through the gun sites, you will find the stranded pilot for mission 12 here. Get him out before the plane blows up!

This is the secret base for the first mission. Unfortunately, the valley is full of enemy guns. Use the Harrier for this mission.

Head over this mountain range to begin the mission. There are three gun sites and one SAM launcher initially.

Cannon Fodder
Part 3

Last month we brought you a guide to the opening levels of Sensible's destined-to-be-a-classic-if-it-isn't-already war epic. Well, please welcome the next instalment. This is where the game really sorts out the men from the munchkins so, if you think you've got the bottle, read on...

MISSION 8:
GUERILLA WARFARE

■ Phase 1: Have a nice trip

This deceptively simple looking section will test even the sharpest of trigger fingers with the sheer quantity of enemies swarming on screen. Split one man from the squad and go left towards the huts. As soon as the enemies start to appear, stop and take them out then edge forward and hit the next wave. Edge forward again and so on until you can make a dash up the river bank. Don't walk over the bridge — it's booby trapped. When you're at the top of the river, you should be able to hit the nearest hut with a bazooka. Once it's destroyed, cross the river and get the other building with a grenade. Be careful of the enemy bazooka amongst the oil drums. Once the buildings are down, you're almost home and dry. To complete the level you just need to take out the remaining soldiers, located to the top right of the map.
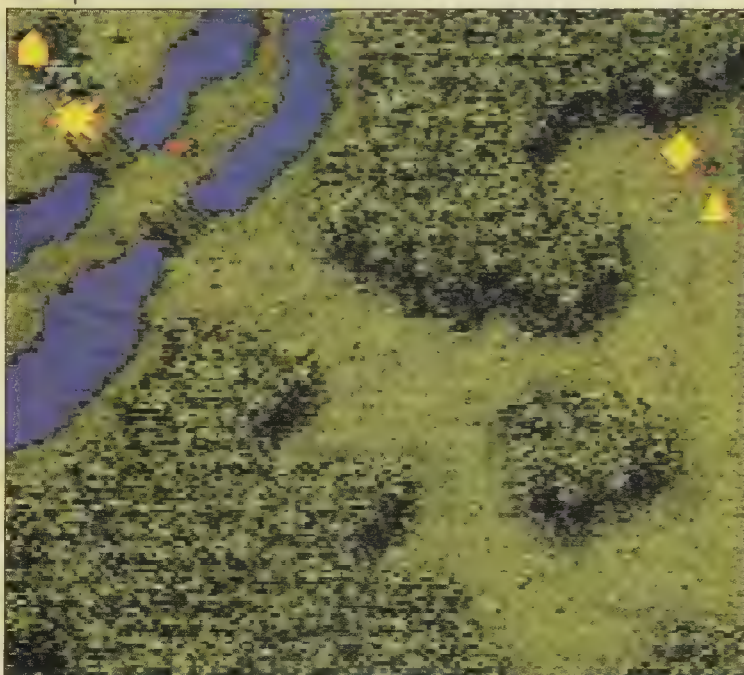
MAP SYMBOL KEY

- ▲ ENEMY BUILDING
- ● HAND GRENADE
- ▲ TRAP
- ◆ BAZOOKA
- ✸ ENEMY BAZOOKA
- ⬡ VEHICLE

■ Phase 2:
Bang bang you're dead

As soon as the level begins, move your troops behind the nearest hut, otherwise they'll be hit by bazooka fire. The only way to destroy the reinforced bunkers is via the gun turret in the centre, but entering it immediately will result in one of the numerous bazooka-equipped enemies destroying it, rendering impossible your objective. All the bazookas need to be destroyed before entering the turret. Use the map to pin-point where bazzokas are positionned, then work you way anti-clockwise to despatch them. Once all are destroyed (there's nine in all), get into the turret and hit all buildings as quickly as possible in case you're hit by a grenade. Once the buildings are trashed, leave the man in the turret and use the rest of the squad to pick off the remaining baddies.

Phase 3: Deliverance

Simple enough in theory, but a little practice may be required to sort this phase out. Bring all your troops down to as near the camp as possible. There aren't any enemies in the jungle but a couple of traps might catch out the unwary. Where the traps appear, edge your men past as close to the treeline as poss. when you get close to the camp, hide your squad in a safe spot and send one man in to take out the defensive bazookas. Once they're gone, the others can go in and torch the joint. Hit the buildings fast though, as the bad guys pour out thick and fast.

Phase 4: Jeep jump

The title gives a bit of a clue as to what's required here. There's no apparent way down the cliff and jumping will result in a sticky end for the troop. First off, make sure you dispose of everything up top, because, if you miss

anything, you can't go back. Pile everyone into the jeep up in the top right of the map. It's by a hut which must be blasted so move it before doing so or you'll probably blow it up by accident. Drive off the cliff at the point where the river meets its foot exactly. Get it right and you'll land in the water, cushioning the fall. You've then got a split second to get everyone out before the jeep sinks. Destroy the buildings using the turret in the middle but be sure to destroy the enemy turrets first.

MISSION 9: GREAT SCOT GOOD SHOT

Phase 1: Round the garden

The problem here is that you don't have enough bombs to blow up everything that's required. There are some grenades on the central island but reaching them is very tricky, not to mention unneccessary if you follow these cunning instructions.
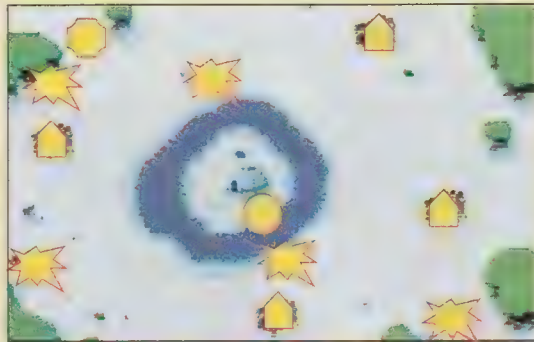
Get straight into the skidoo and shoot the bazooka man next to the building, just below the starting point. Don't, however, kill the one to the right just yet. Instead drive to the upper right hut, pause there for a second, then move away. If you time it right, the enemy will fire and hit the hut. If it doesn't work, keep trying until it does. Once you've done it, kill the soldier and drive back to the top left building. Drive right past it, to the edge of the screen, then back again. The turret on the left should take care of it for you. Next, drive clockwise around the lake and kill the guy with the bazooka at the bottom right then go back and keep circling the left-most building until the turret destroys it. Keep circling, but now try and pass as close to the turret as possible. Eventually it will fire too short and blow itself up. Shoot the grenades on the island to blow up the igloo, grenade the bottom hut and you should have enough rockets left to destroy the remaining turret and enemy skidoo.

Phase 2: In at the deep end

The principal problem in these watery wastes is actually making it onto dry land before you're blown out of the water. After collecting the grenades, make straight for the tiny ice flow just up and to the right. As soon as you get there, get the turret with a rocket and make for the land. Hit the second turret with a grenade. Collect the rockets at the top and dispose of any foot sodiers. Use a rocket on the turret which should be just visible on the far left, then go left, keeping as close to the top of the screen as possible. Ignore the vacant turret and stand behind the bunker. The nearest enemy turret will obligingly blow it up for you. Stay where you are and chuck a grenade over the bunker to blow up the first turret, then dart round the side and get the other one with a rocket. The turrets at the bottom can be destroyed in a similar manner.

MISSION 10:
ONE GIGANTIC DUST BOWL

■ Phase 1: The square dance

Split one man from the main group and give him half the grenades but no
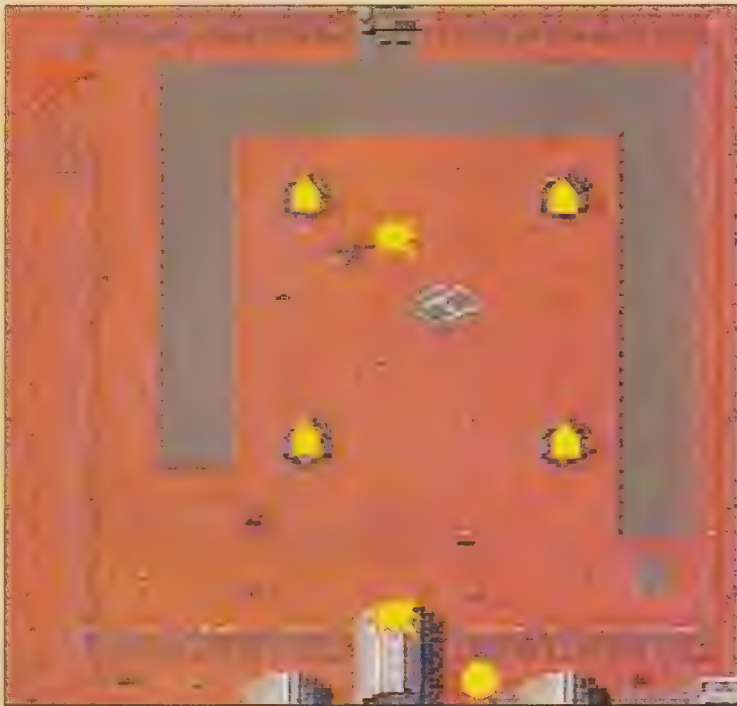
rockets. Go across the top and take out the two top huts, then go down the right and get the lower right hut. Once that's done, go back and rejoin the others. When you see the helicopter, wait for it to land then hit it with a rocket. Bring the boys down the left to get the last hut then mop up the remaining enemies.

■ Phase 2: Penny for the guy

From the start, move all four men and leave them between the right two huts and blow those huts up with grenades. Send one man off alone to get the other three huts on the upper side of the ravine then link him back up with the others. Move everyone across the bridge and stop alongside the warehouse then seperate a man once more. Use him to destroy the two turrets. There's one at the end of the warehouse and another one just beyond the left fence, towards the bottom. Go back and seperate the group into two pairs. That way, if one pair fails to finish the remaining enemies off you've got another chance. First walk to the far left and chuck a grenade over the fence to get the last hut, then get the turret in the village using a rocket. Finally, get the last turret. It's on the far left, just beyond the fence.

■ Phase 3: Tanky in the middle

At first ignore the jeep and get the oncoming soldiers, then go left and destroy the two buildings. Stay behind the lower one to avoid the turret and destroy it with a grenade over the top. Next get in the jeep and jump the fence using the ramp. Keep moving and jump the next fence too, being careful not to land on any civilians. Drive round behind the village building and abandon the jeep. Now all you need to do is hit the buildings to complete the level.
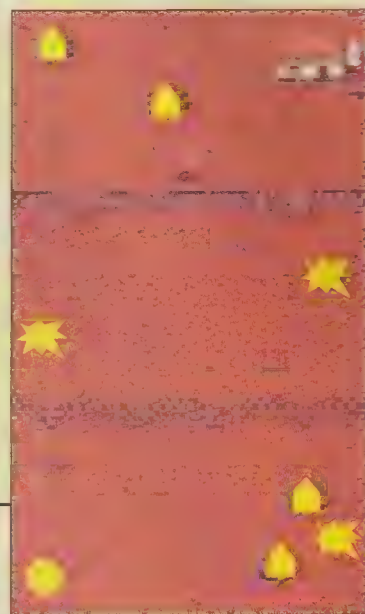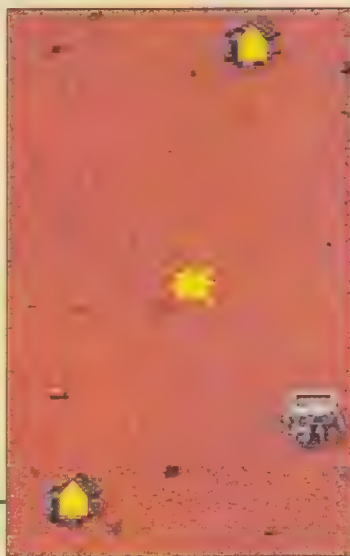
■ Phase 4: If it moves, kill it

As soon as you appear chuck a grenade at the hut on the left, then wait for the tank to blow up the bunker while holding off the advancing soldiers. Wait a little longer and, if you're lucky, the tank will blow itself up. Now leg it up the screen, firing as you go, until the top hut comes into view. Be ready with a rocket and let 'em have it. Phase five awaits…

■ Phase 5: A good hard tank

There's a turret right next to the starting point so be ready with a grenade, then make a run for it up the left. Ignore the buildings for the moment and don't worry if you lose a couple of men. At the top you'll find a conveniently abandoned tank which you should enter. Your now invulnerable to the pitiful attacks of the enemy and can pick off the buildings at you leisure.

MISSION 11:
JUNGLE BLOODY JUNGLE

Phase 1: Lord of the flies

Work your way left and downwards. There are some men at the top but you don't need to worry about them — the buildings are your only concern. Take out the odd soldier on the way and hit the native hut in the middle. You might see a helicopter flying about but ignore it as it's unarmed. When down at the bottom left, break the squad in two. Send the first pair across the bottom, edging a little way then taking out the baddies, edging a little further, and so on. When the native hut comes into sight blast it — it's occupied by the enemy. Go round the back of the hut and get the turret with a rocket then grenade the long hut.

....

Phase 2: What a big chopper

Cross the river at the start and throw a grenade over the trees to blow up the turret. Now get everyone running down the left hand track as quickly as possible. Take out the second turret, the one next to the bunker, as you go. You might lose a man or two, but keep running and get into the tank at the bottom. Blow up the bunker and the turret to the right, then keep taking out the men. Eventually the helicopter will land and when it does, blast it. Send one man out of the tank and get him to blow up the turret on the far right, being careful not to damage the villagers house, then cross the bridge and get the last turret. Return to the tank, drive it across the bridge and destroy the enemy tank, then blow up the fence holding the native in. Get out of the tank and wait for him to return to his house but don't get too close to him or he might skewer you with a spear. Once he goes through the door the phase is complete.

Phase 3: Donkeytastic

The complex map looks tricky, but this is actually quite easy. Don't destroy the native huts, just the turrets. There's plenty of cover, so just nip out, fire and get back out of sight. You'll notice the left side of the map is unreachable, so board the helicopter (near the centre), fly over to the left and take out the last two turrets. Don't worry about being shot down either — nothing on the level can hit you while you're airborne. Just make sure you land in a safe place.
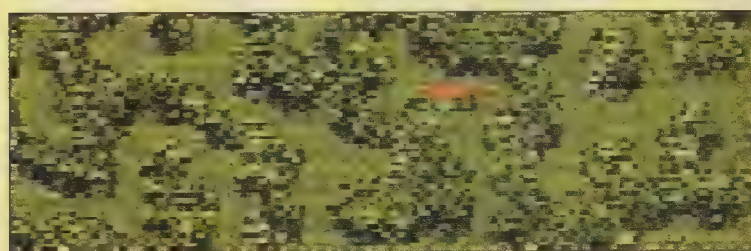
MISSION 12:
CHILLER KILLER THRILLER

Phase 1:
An icicle made for two

Your biggest problem here will be the helicopter, be cunning though, and you can avoid it. Listen for the sound of its engine and, when it approaches, get as close to the trees as possible — it won't be able to see you! Dispose of the skidoo by standing a man in front of the middle building when it starts to come, then dash round the back. The skidoo will crash into the bunker and you can finish it with a grenade from the safety of the other side. Next, make a dash for the right side of the island. You should get to the trees before the chopper can make its presence felt. Beyond the trees is an ever-so helpful tank. Good, eh?

Phase 2: Tank you very much

Get straight into the tank and take out the visible buildings. The trick is to keep moving, zig-zagging when possible, as there's two turrets and a tank to contend with. The turrets can be destroyed with a single shot but the tank's trickier. Try to drive across in front of him, about three quarters of the screen away, and fire as rapidly as possible. Once the lower bank's clear, swim across the river approximately in line with the boarded up pathway. The enemy rocket launcher will destroy it for you, opening up your route back to dry land. As soon as you hit shore, grenade the hut and strafe all around.
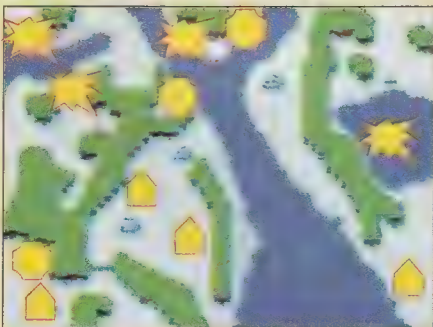
Phase 3: Death and glory

Take all three men and dispose of the three turrets. There's plenty of tree cover from behind which you can throw grenades. Then cross the river at the top and you'll see the helicopter. Take off and then land by the the hut, bottom right. Destroy it, then go and land in the right-hand part of the fenced-off section of forest to the left. Send one man round the corner to deal with the bazooka on top of the bunker, then pile everyone into the tank and wipe out the remaining buildings. When they're destroyed, return to the helicopter to scout for any enemies left alive.

Phase 4: North face of the Eiger

First thing's first, and that's to get rid of those pesky turrets on the ice flows. Do that and you've got a free path to the helicopter on the central flow. Before you take off, however, go over to the far right and grenade the hut. It'll save you the trouble later.

Fly right to the top of the map and land behind the top bunker. Quickly disembark, before the enemy arrive, and board the tank. Destroy the two bunkers and any men wandering about then just scout around the lower levels for the last few stragglers. Keep an eye out for a couple of nasty rocket launchers, however.
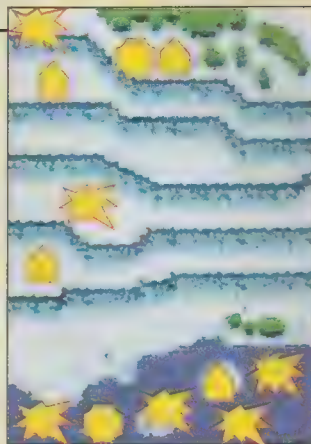
Phase 5: Rescue el presidente

This is probably the easiest phase of the mission, mainly due to the fact El Presidente is completely invulnerable to everything. First take out all the upper turrets, then enter the camp to free the hostage. Send one man across the water, to the left, and he'll find a helicopter. Bring it back and land it near the hostage who'll then climb aboard. Fly down and drop a man off behind the trees, on the cliff to the bottom left. Make sure he's got a grenade or rocket to destroy the last turret. If an enemy tank appears, don't worry. Stay airborne and you're safe. He'll try to follow your movements so lure him to his doom in the icy waters.

Now simply land by the red cross tent at the bottom, leave the helicopter and lead your man to the tent.

Phase 6: Chill out iceman

This one isn't too bad as long as you keep on the move. Beware of the bunkers as they're fitted with turrets on the roofs. Try to take the big guns out as early as possible but strafing as the enemy troops come at in droves. To stem the tide, get the buildings whenever you have the opportunity but don't go wading in. Slugging it out toe to toe is as suicidal as standing still. If your shoe leather holds out mission 13 is around the corner! □

MORE NEXT MONTH!

Legacy of Sorasil
Part 2

Howdy folks! Last month we brought you a full solution to level one and tips for another two quests in this highly accessible RPG. This month we present solutions to the next four missions. Read them, understand them, heed them and you can't fail to do well! That's the idea anyway...

THE ISLAND OF RIN

Take the map, then make your way to the east. You'll find an area of swamp covered in stepping stones. These were previously all grey but now you've got the map some will have turned orange. These are the only ones safe to tread on. Monsters can walk across the grey ones so send your warriors through first in order to clear the way.

When you enter the fortress do a quick treasure search in the doorway for 60 coins.

Exit the room by the door in the west wall and travel down the corridor and enter the least door on the left. You can kill the two creatures in here, but it's a bit risky — it's better to send in your fastest character. Go to the furthest wall from the door until you see a chest. Do a treasure search here and the Amulet will reveal itself. If you wish, you can search the other rooms for a little extra cash, but do it before you get the Amulet.

Upon completion of the level, you'll probably find the spell-caster's magical ability has taken a bit of a pounding, especially if you've been using attacking spells as well as sleep. Use all the candles on the character customising screen to boost magic ability. Likewise, build up the barbarians fighting ability and Grimbeard's body strength. If you've been using Haxar as a kind of rear guard (a good strategy), the chances are his abilities will be largely untarnished. Build his fighting ability and body strength at the same rate and you'll find yourself with a valuable third fighter for the final quests.

H ere the goal is to collect Rin's Amulet of Healing, found within the fortress. To reach the fort, though, our intrepid band must first cross the sinister marshes. Easier said than done. From the start, you need to go north-west. Send the Barbarian and Dwarf ahead of the others as there's quite a few tough lizard-men to be dealt with. Once you've dealt with the three guarding the narrow pathway, head your party northwards as far as you can go. You'll pass a clearing with two traps in it (marked on the map). Don't bother going in — there's nothing there. When you get as far north as it's possible to go, turn left into the clearing where lurk five monsters. Enter the clearing with Angor and Grimbeard leading the way to polish off any monsters. When near the stone statue, search for traps. Wait next to the statues for the remaining lizard-men to attack and kill them. The last monster is Thorastin — the Lizard Lord and a tough nut to crack. Hide your spell caster behind one of the statues and, when he attacks, cast sleep. Make sure there's no room for Thorastin to pass the fighters and attack the spell-caster — he won't stand up to the lizard's fearsome attacks. When he's catching some Zzzs, your warrior's can hack him apart without fear of reprisal. Once he's dead, you'll discover a map allowing you to safely pass through the deadly swamp.

players guide

THE SEWERS OF KOTH

Somewhere in the sewers lies Paravene — the shield of Sorasil. Unfortunately, the sewers are very extensive and don't contain all that much in the way of useful items. What there are, in no shortage, are bad-

dies. Due to the sheer size of the place, it's best to move fast and avoid unneccassary confrontations. There are a few traps dotted about the place but don't bother doing regular searches — it'll take ages with all the ground that needs to be covered. If you wish to search the complex for treasures you'll need to split the group. If you're keen to do this, it's best to equip all your people with tool kits as early as possible.

Walking over the odd trap seems fairly negligible but damage mounts up and is carried through from quest to quest. Unfortunately, the search will take far too long if you keep people together so the dwarf can disable obstacles. It's best to leave the spell-caster in the first room though - you can't afford to lose him/her and they're of little use in this particular mission. The best idea's to send Angor after the shield alone and have the others hunt around for whatever they can find while he's gone. The reason for sending Angor is his strength and fighting ability combined with comparatively good mobility. Grimbeard would be a better bet for a one man crusade but he's sooo slow.

To reach the shield, work your way to the top right hand side of the map. You'll see a southern facing alcove in the wall, guarded by two monsters. Kill them and search for doors — hey presto, a door appears. Go through it and follow the passageway until you reach a dead end. Search again and another door becomes visible. Go through it and defeat the three monsters then, if you want, search for doors by the southern wall to find a passage to a few more bonuses. If you can't be bothered with that, stand to the right of the table, as close to it as possible, and search for treasure. The shield and victory are yours!

It's pretty obvious when you've visited the shop, but easy to forget in the middle of a mission. Equipment in the back-pack does you no good at all. When you find stuff — especially powerful items like the shield of Sorasil — arm a character with it immediately. Keep checking equipment as you go in case you forget.

Another thing to remember: if a character should be killed, you're given the opportunity to share his equipment between the other party members. Make the most of this. If, say, your spell-caster is killed, you may think the barbarian or dwarf would have little use for his collection of spells and suchlike. However, all these goods can be taken and later traded in at the shop for cash. Obviously, this can in turn be used to buy bigger and better weapons and the like. Without a spell-caster, you're going to need all the help you can lay your hands on!

KHAZ-ALDOTH

There's four Cloaks of Warding to be found amid the mines and metal forges of Khaz-Aldoth. Once a character locates a cloak, his quest is over and he will vanish until the next adventure. Each character needs to find one of the cloaks. For this reason, it's not possible to use a favourite tactic of the earlier levels — leaving weaker party members in a safe spot near the start, and rampaging through with your warriors. Here it's far more profitable to keep everybody together. Though your spell-caster should

move first (if you were listening last month), don't have him/her leading the way. It's too easy to stumble on a trap or into a monster and the weak constitution of these characters means they won't last long. Have the dwarf and barbarian out in front. Unlike many of the other levels, it's well worth hunting around for goodies as the forges are littered with armour, tool kits, coins and other items of usefulness. Searching by burning furnaces almost always reveals smething of worth. A word of advice for tackling the rock-eaters. Don't attack them, let them attack you. It seems that you have more chance of success this way.

When searching for the cloaks, use the characters in this order: spell-caster, palladin, barbarian, dwarf. This way the weaker ones are removed first, leaving the tougher ones to fight on a little longer. Check out the map for the locations of the four cloaks.

THE TEMPLE OF OBLIVION

A few bits and bobs are lying about, but not all that much. Taking into account the damage you're likely to sustain in searching, it's not worth the bother. Also to be avoided are the square buildings in each corner of the map. A bit of gold is there for the taking but they all contain hard-nut enemies. The only one worth the risk is the bottom right. Search by the wall opposite the door to discover an axe — the most powerful hand weapon in the game. Make sure it's one of the fighters who finds it though.

To complete the level, you need to find and destroy the demonic legion, located in the temple's inner sanctum. Getting there, however, is the difficult part. You're given four possible codewords at the start of the quest. The correct one is KULCAT. Enter the temple and, every now and again, you'll come across odd-looking red and gold tiles. These are teleportation pads — stepping on one transports you to another, elsewhere in the temple. Look more

carefully and you'll notice they're individually marked. To reach the inner sanctum, each character must walk over in sequence, over the tiles whose letters make up the code word. Check the map to see where they are.
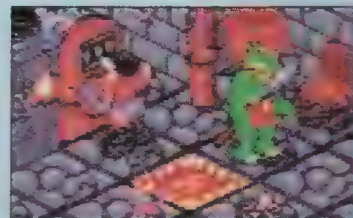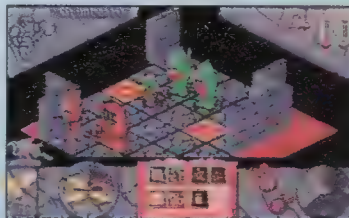
GENERAL TIPS

- Try to determine where each teleportation pad takes you. This will allow for speedy movement about the building, but only if you know where you're going.

GENERAL TIPS

- Don't try and use other teleporters when you're going for the secret room. They'll break up the sequence. It might be boring, but you'll just have to walk it.

GENERAL TIPS

- Don't go into the inner sanctum unless you've got max energy and plenty of extras. If you haven't, search around. The final confrontation is tough to say the least.

THE TEMPLE OF OBLIVION MAP

The Bad Guys

Here's a little look at some of those nasty little bods out to halt your progress. These aren't all the enemies you'll come across on your travels, but they are the more common ones and you'll get to know them well before you complete the game. As a rule of thumb, common baddies can be attacked fairly safely. Anything strange or unusual should be treated with a little more caution.

Skeleton

A common adversary on the eraly quests. Skeletons don't pose much of a threat to any of you fighters but they do tend to come in numbers. For this reason, it's unwise to let weakened party members explore where skeletons are likely to lurk. You may find your character cornered, with no escape route. Sheer weight of numbers may then be your downfall.

Stone man

These not-very-intelligent, lumbering creatures are found hanging around fairly frequently on the later missions. They're pretty slow moving but quite tough to beat so use your better fighters against them. If you start losing the fight it's best to end yhr turn and try again in the next round. There's usually more than one of them about and one of their favourite tactics is to surround you and attack from all sides.

Dwarf

The dwarves lurk around the the mines of Khaz-Aldoth. These once-peaceful people are now twisted shadows of their former selves after years exposed to a latent evil. They can be vicious fighters and more than a match for anyone other than Grimbeard and Angor so use these for defense. Like skeletons, they move in numbers.

Gargoyle

As the name suggests, these are tough, sinister creatures with skin as hard as rock. They're quite rare and it's not often that you'll find more than three or four on a level. What they lose in numbers they make up for with speed and a durability. If you can avoid fighting them, do so, if not, make sure you finish them off as their high level of mobility let's them persue you around.

Rock-eater

Another inhabitant of the metal forges of Khaz-Aldoth. These are very tough to beat due to their great strength and stamina. At least three hits are required, and more often four, to beat them. Grimbeard is the only character realy equipped to deal with them and can be used as a diversion while others pass. Don't overuse the poor chap, though, otherwise he won't last too long!

Ghost

They may be ghosts, but they hate the taste of cold steel as much as anyone else. They're found throughout the game and their most annoying habit is the way they tend to hang about in the shadows, just off the edge of the screen. They can often pounce on back-markers. To kill these ghosts, simply wade in with a few direct hits. They tend not to fight back (obviously dead wuss boys!) □

Fury of the Furries

Some of us would rather the furries would learn to contain their fury, and talk about their innermost feelings rather than getting some uptight about the state of their little world. Nobody cares anyway. Still, it's fun watching them impale themselves on cacti and the like. What? You WANT to play? Okay -here's the location of the first half dozen (or so) secret rooms...

Desert Level 1

Bounce up and down against the palm tree until you manage to get through (there's a specific point you need to find). Once through, you're transported through to a rather nifty room full of coins.

Desert Level 2

First, shoot at the block. When it disappears, you can go through to another bonus room full of coins.
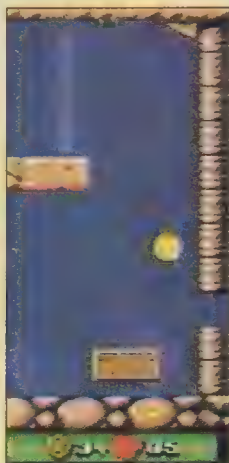
Super Frog (CD32 Demo)

While playing your CD32 demo of Super Frog, I discovered that, by going to the action screen and putting in 0 as the first number on the level code, you would get to play all the levels in the first world. This now means that you can get two full levels of the demo of Super Frog. Stephen Richardson, Holywell

Another wealth of busters, tips and cheats have been lovingly created by the CD32 Buster Creators, resulting in late nights, fish and chips at the office for tea and more than the odd killer weed to see them through the night. After a few 20 hour stints, one bright spark suggested ringing around software houses for cheats and inviting readers to send in their own creations. He was severely flogged and sacked for such foolish thoughts. They do all the work themselves, you see. No cheating here. Oh no, not us.

Desert Level 3

More block shooting needs to be done (good job they don't shoot back), so get to it. Blast the block, slip through the void and you're rewarded with a room full of... (wait for it)... coins.

Desert Level 5

Yes, you're going to have to get through level four without a room full of coins. Never mind. Once you reach level five, head to the point in the picture, jump up and down three times and the panel should disappear. Something like that. And guess what? There's a whole room full of coins. Whoppee.
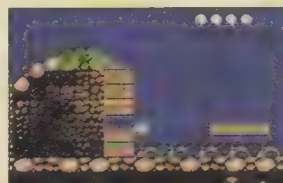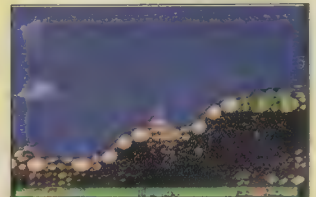
Desert Level 6

It gets a bit tricky here. Hang on to the wall as shown in the screen shot and hit the wall several times until the block gives way. Use the red chap to dig through to the bottom of the screen and you'll find more useful coins.

More next month (if you can stand the suspense!)

Impossible Mission 2025

Level Codes:(using RAM)
1 AAQAAXAH
2 ADQVCXAA
3 AHQSWXZP
4 ALQSKXFD
5 APQOCXKA
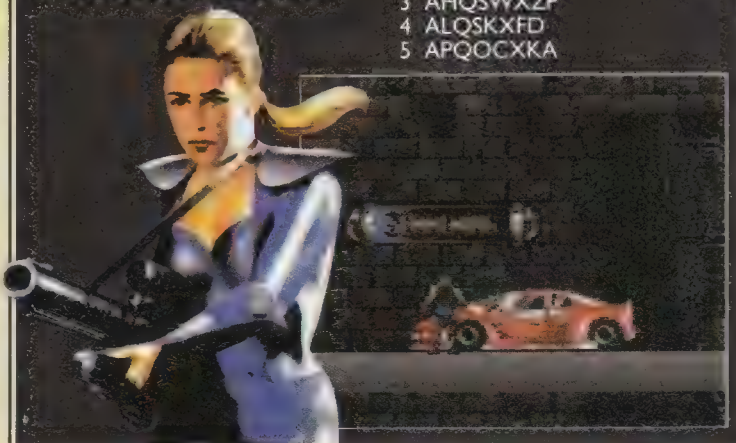
mail section

Another month, and another new look. You probably wouldn't be surprised to learn that I get paid a huge bonus for each new look. I would be though. Whilst games have been pretty scarce this month, your letters have been as prolific as ever, but it's with no little annoyance that I type in all your quibbles and comments, as every moment not spent playing the fantastic *Guardian* is a moment wasted.

The usual letters bemoaning the lack of decent software ring more true this month, as there's not that many new releases floating into our office, but be patient. The Christmas rush will soon be on us and whilst reviews are scarce this month, the quality of the few titles we have has been extraordinary, with *Super Stardust* and *Universe* joining *Guardian* as truly exceptional games.

Keep up your faithful correspondence and enjoy your games.

....

F irstly, thanks (for the last time before it becomes tedious) for another excellent edition of the only worthwhile CD32 magazine. It was certainly a pleasant surprise to find a detailed questionnaire for us, the humble reader in issue three. Especially seeing as the magazine had all but set out its own style and standards after the comments made in issue two. Another trophy on the "Everyone loves AMIGA CD32 GAMER" shelf for once again thinking of the readers, instead of the amount of money you can make.

Another fine demo came along in the form of *Legacy Of Sorasil*, followed by a swift telephone call to a certain mail order club for the full game! There was, however, little else to keep me amused, in particular, a *Zool* demo!? Not meaning to put a dampner on the whole thing, but *Zool* was one of the first CD32 titles to appear, and surely everyone must have by now played the game, bought the T-shirt, sucked the lollipop and generally gotten very, very bored of the whole affair? To be fair, it isn't a poor game, but to my way of thinking, a CD filled with demos should offer help as to what future releases to buy, rather than remind you of games you've already got and have long since tired off. I don't know, it seems every letter has its moans, but still, a magazine determined to listen to its readers without be pretty useless without its readers saying what they think, right?

So to conclude, it seems nothing can deter you from producing the very best, based on what the readers think, and the not too difficult task of improving upon the rivals that have come before and, indeed, the rivals that are still struggling to compete. Let's hope you can continue, and receive all the support you deserve.

Oh yes, talking of things deserved, I mentioned in my first letter the possibility of receiving gifts of gratitude from your offices, but I've decided to lower my sights a little. How about... a free game? A free T-shirt? A badge? Mug, sticker? OK, how about a job? (the letters page perhaps) Oh, forget it, let's face it, I'll still buy every issue anyway, and still write in with praise (or complaints) but you can't really blame me for trying, can you?
PAUL LOUGHREY, Bradford.

The questionnaire results have been brilliant and provided clear, concise opinions on just what you liked and what you didn't like about the magazine. The biggest change initiated has been the re-design, begun last issue and followed through his month, with a cleaner, more up-market look to replace the originally more console oriented appearance. Everyone is a lot older and a lot wiser than we'd expected, so the design has been stripped down to be more economical with space and easier on the eye. Whilst this almost continual process of design retrofitting is rather unusual for a magazine, I think the changes have been persistently subtle and enhancing (although I would say that), and as issue four hits the shelves, everyone seems enthusiastic about its crisper appearance. Also, after noting the demand for it we've start putting PD and Shareware on the disk again – just call us the listening magazine!

Unfortunately, however much we listen some problems are out of our hands. On the subject of issue three disk's we had stacks of demos lined up, but because of games running over schedule, programmers failing to provide compatible demos and so on we had to fall back on some older titles. No-one was more disappointed than us about that, but we'll keep trying so please stick with us. And to be fair to Gremlin, *Legacy Of Sorasil* was an excellent exclusive, as you admit, and the batch of older games from Gremlin's back catalogue was a big favour from them when exclusives from other companies fell through. If you want better demos, why not bombard software publishers who currently seem reluctant to provide them?

Thankfully, this issue's disc is looking promising with some good demos, a new look menu system and yet more PD and shareware. As with the magazine itself, a process of continual improvement is in progress. Sadly though, extensive study of the questionnaires indicates our older, more mature readership would be disgusted by such cheap gimmicks as free T-shirts (not that we have any) and so, I'm afraid, it's third time unlucky.

I have recently purchased a CD32, with which I am very impressed in but one department - the save game facility. Quite frankly, 1K of EEP ROM (or 100 units as they say in the manual) is woefully inadequate.

The first game I bought for my CD32 was *Frontier: Elite II*, and I was dismayed to discover that a save game used between 30 and 60 units. The second game I bought was *Liberation* and to my eternal horror, frustration and no little degree of anger, the only way I could save a game onto the internal memory was to

erase my *Frontier* game, with which I had made considerable progress! At the moment, my *Liberation* save game uses 90 units out of the 100 available! Quite how Commodore allowed production of the CD32 to go ahead without rectifying this is beyond me.

I have heard that the new SX-1 Expansion Module (which apparently turns the CD32 into a fully functional Amiga 1200) enables CD games to be saved onto floppy disc, thus bypassing everything I've been moaning about! Is this true? If not, is there anything else I can do to save more games?

DAVE O'REILLY, Cumbria
P.S. Great magazine, great demo CDs. Well done.

The SX-1 and the forthcoming ARCHI upgrade offer the perfect solution to your problems, but only if software publishers support it. Sadly, neither *Liberation* nor *Elite II* support it but hopefully new titles will. I suggest you, and any other readers with similar concerns, start harassing software houses with letters insisting they do, starting with Gametek for *Elite II: First Encounters*.

T hanks for a great magazine, it's certainly something the CD32 needs. However, I do have a few, minor gripes. Firstly, the coverdiscs of the last two issues have been mainly filled with old and/or crap games i.e. *Zool*, *Nigel Mansell* and *Lotus*. As for *Chaos Engine*, I completed it on my 500, got it free with my CD32 and now, whoopee, I've got a third version to play. Perhaps you could fill up future CDs with PD games and demos of *forthcoming* games.

Also, please could you replace the playguide section, or at least most of it, with something like a work in progress? Or anything really. A two part solution to *Chuck Rock II*? Apart from the fact that I've already completed the A500 version of the game (which looks exactly the same), all you have to do is go from left to right and bash things on the head. I don't think any readers are stupid enough not to be able to grasp this concept!

Sorry about all the negative points, but they are the only bad points in an otherwise excellent magazine.

Finally, I have read in a multi-format mag that *Mortal Kombat II* will be released on the normal Amiga one month after the SNES version. Could you find out for me if it's coming onto the CD32 as this would be brilliant.

B.I.A.T., Bedfordshire
P.S. I know it's probably not your fault, but your release schedules are crap. I'm writing this on the 31st of July and only one game has been released of the eighteen printed.

I've already dealt with the criticism over issue three's disc, so I'll say no more, except to mention that we *also* think it's quite a good idea to get demos of forthcoming games, B.I.A.T., but getting software houses to release demos to us at the time they're busiest (i.e. finishing the game) is rather a difficult task. I also think you're being a bit unfair on our tips section. Whilst not the biggest fan of maps and cheats myself, I think we've delivered some excellent play guides that really do arouse interest in the games busted and provide much needed assistance to frustrated players. The complete *Heimdall II* solution, to mention just one of our latest solutions, has been extraordinarily popu-

lar with our readers. As for *Chuck Rock II*, it's undoubtedly one of the CD32's best platformers and we thought tips were useful, besides promoting a very good game. However, as in all departments we are working hard to up the quality and I think this month's *Jetstrike* tips would be up to anyone's standards!

As to our release schedules, well they're as good as they can be, since they're simply the dates offered to us by the software houses responsible. We don't release games, B.I.A.T., and we don't pluck release dates out of the air. If a game doesn't hit its scheduled release slot, then you'll have to take it up with the people responsible for getting the game to the shops, not us. We could just take each company's release date and add a month or two to be on the safe side, but that wouldn't be very journalistic, would it?

O ne of the first things that attracted me to the greatest games console on the planet was the add-on extension to use Full Motion Video. Not just to be able to watch my favourite films on CD, but also to be able to play FMV games like *Voyeur* and *7th Guest* which are available on CDi. So before I go and hand in my £200 for this state of the art piece of equipment, I wondered if you could tell me if Commodore are going to release any FMV games and if so, when and what titles?

Thanks for reading my troubles and I hope reading your words of wisdom will put my mind at rest.

I know you must have been told this a thousand times, but KEEP UP THE GOOD WORK!

JAMES STOCKING, Norfolk

The good news is that there's several hundred VideoCD titles due out for Xmas and we'll be starting a regular column on them next month. However, it's unlikely either *Voyeur* or *7th Guest* will appear on CD32 soon since it simply isn't that easy to rush out and buy a CD32 FMV unit. When and if Commodore get back into full operation this situation is bound to change, but for the moment an FMV is only worth considering for VideoCD movies, pop videos etc rather than specific CD32 games.

T hat's it! We've had enough, we can't take anymore. My mate and I both have CD32s, bought in the hope of an onslaught of games. That was a few months ago, and still we're waiting. Every few days I go into the city centre to check out the new releases, and to my horror, each release date is inevitably put back again. Just to make things worse, the Mega-CD has had some really impressive releases though, like *Tomcat Alley*.

We all know that the Mega-CD is just a useless piece of plastic compared to the CD32, yet the software houses are holding back on releasing games for it. This is disgraceful, as we CD32 owners all know there *is* a market, but with hype and imminent releases of all these new consoles, I get more and more worried every day. At the moment, there are about two new CD32 releases a month, not nearly enough to keep us happy and not nearly enough to keep the CD32 alive.

However, both me and my mate [grammar, please – Ed] have been so impressed by the first three issues that we've subscribed, and that's the best

compliment I could give, so keep up the good work. I hope you don't have too much trouble reading my writing, but it's 11:45pm and my eyes hurt from playing *Ultimate Body Blows* too long. Thanks for the great mag.

DAVID BONDAR, Gedling
PS. I would like to thank Core Design for their invaluable help on *Heimdall II*. Every time I've rung for advice and tips, they've been great.

Believe us, we know exactly how you feel – we like playing new games just as much as you, more as they fill our pages! However, we can at least look forward to some great stuff on the way. Games such as *UFO*, *Bloodnet*, *Elite: First Encounters* and so on all indicate some excellent gaming ahead. In the meantime my brother recommends you look at *Jetstrike*, it's undoubtedly one of the year's best releases on any machine and with 150 combat levels should keep you going for quite a while. It's quality not quantity, and a few good releases such as that and *Heimdall 2* go a long way. As for *Tomcat Alley*, well it looks nice but after playing it I wouldn't go much further than that.

W ell done. Another great CD and packed mag. Brilliant. Enough praise, now some questions.
1: Why isn't the PC CD-ROM version of *Syndicate* being converted to the CD32. It's an excellent version, but I don't think it can be that difficult to convert with the planar chip (which, correct me if I'm wrong, can convert with ease PC software so it can be played on my super console).
2: What happened to *TFX*. It's been out for ages on PC and CDROM?
3: Will *somebody* answer this question. *Sensible Soccer* has a commentator's voice on tracks 10, 12 and 19 when you put it on an ordinary CD player, but not on my CD32. Have I got a faulty console, because the game never utters a word when I play it?
4: Will Domark's fantastic *Championship Manager* be released on CD32?
5: Any codes or cheats for *Fly Harder*?
6: Any news on *Skidmarks*? Is it true that there are 12 new tracks included?
7: Any chance of *Top Gear II* or *Super Stardust* playable demos in the near future?
8: How about a CD case for the cover disc, instead of just the label, so I can put it on my CD rack?
JIM BAYNE, Glasgow

1: CD32 *Syndicate* is one of the bigger mysteries of development hell. A version was begun, but then EA appeared to pull the plug since after *Labyrinth Of Time* they've refused to support the format. EA have a hefty stake in 3DO and despite all the money they've made out of the Amiga, appear to have little loyalty to Commodore over supporting CD32. Hopefully some other publisher will pick up the game, we've urged Ocean to take it for example, but as yet it remains in limbo. Maybe you should write EA or Bullfrog a letter?
2: An A1200 version of *TFX* is only now nearing completion and getting the game to run fast enough has apparently been a nightmare. A CD32 version will require substantial redesign to cram a keyboard's worth of controls onto a joypad. Currently Ocean claim it will happen,

but let's see how the A1200 game does first.

3: The original *Sensible Soccer* release was bugged, and failed to access the speech in game. The new upgrade, *Sensible Soccer International* (reviewed last month) has corrected this problem, and features plenty of noisy vocals from the commentator.

4: It's unlikely due to the hefty save game requirements.

5: Try harder.

6: Nearly ready, and skidding to a halt in our office shortly.

7: Never say never. A playable *Super Stardust* demo was supposed to happen this issue but, as I explained above, these things are never as easy as planned. The game's gone over schedule, of course, but hopefully we should have it next issue.

8: How about stumping up a few grand to pay for it? Or would you prefer we simply put up the price another £1?

Thanks for a decent CD32 magazine at last. I've been suffering inferior mags for some months now, and was thinking that nobody would actually commit themselves to the CD32 console. The first copy of AMIGA CD32 GAMER I saw was issue three, and whilst I've now subscribed and sent away for back issues, I do think you could do more to advertise the fact that you are here, as there must be others, like me, who have missed out on your magazine.

I'd also like to get something out of my system that's been bugging me for years as a games player; why are most games too hard or illogical, forcing you to rely on hints and tips, etc. I'd rather pay my money and be able to work out things for myself, even if the game life is cut short, than have to keep buying magazines to get help. I know your answer will be negative, as you use tips and cheats to bulk up your magazine, but think it's gone too far (tips sections) nearly creating an industry in itself. More codes, passwords, or open ended plots are essential and less closed off, one way only solutions.

A. WEATHERILL, Hull.

A range of stylish adverts frequent the pages of most of our sister magazines here at Paragon (PC POWER, SUPER GAMER, SEGA PRO, MEGA POWER etc) but unsurprisingly, it's a rare achievement to get advertised in rival magazines. I think most CD32 owners seem to know we're here, and regularly thank the God of computer magazines for our heavenly guidance.

I agree that many games rely on obscure, lateral thinking, possibly to delay progress and disguise the size of the particular adventure, but just as many people complain that most games are far too easy, and I don't think there will ever be a game to please everybody. I should take issue with the suggestion we use tips and cheats to 'bulk up' the magazine, but I've discussed this before, so I'll simply say that many of our solutions and guides prove to be our most popular features with some readers, and a present, it still appears to be a minority who resent their inclusion. Open ended plots, passwords and codes would be welcome though, as the CD32 doesn't exactly like saving games.

I'm pleased to say your magazine is the best by far for CD32, but I have some questions for you.

1: Is *Super Street Fighter II* coming out for CD32?

2: I've played *Beneath A Steel Sky* on the Amiga 600, but do you think it's a worthy buy?

3: Are there any FMV games on the way, and if so, what?

4: When is the CD64 coming out? How many colours will there be on screen and will it have the AAA Chipset.

5: I played the brilliant *Ridge Racer* in the arcades the other day, and I was wondering if it will be available on CD32 or CD64.

6: I've also played the arcade game of *NBA Jam* and the superb *Mortal Kombat II*. Will these be coming out on CD32?

7: What's happening with *TFX*?

8: Is *FIFA International Soccer* coming out for the CD32?

CARL MUDER, Irchester

1: Probably not.

2: *Beneath A Steel Sky* is certainly one of the best adventures of the past year and the CD32 version will please a lot of people. The main difference from the 600 will be more colours, spoken dialogue spooled off CD and no disk swapping.

3: A few games may use FMV for intros, but for the in-game action it seems unlikely since there are so few out there. If Commodore comes back this may change, but don't expect the games to appear for quite some time.

4: Spring 1996 is the latest we hear. If this sounds a long time bear in mind games take a year or two to develop nowadays and the true superconsoles, Sony's PlayStation and Nintendo's Ultra 64, won't arrive here until late 1995 anyway. If Commodore get out AAA-chipset development system soon, publishers could begin work while Commodore refine the production version. After all, if you think you're suffering with CD32 releases look at the Atari Jaguar. That's been out for almost a year with just seven games, most of which are absolutely awful. The one game everyone's been waiting for, *Alien Vs Predator*, was delayed over six months and now turns out to be very dull to play under the fine graphics.

5: If the CD64 arrives it will almost certainly have a version of *Ridge Racer* or something similar.

6: Oh dear. I fear not.

7: See above.

8: Despite EA's attitude to CD32, licence deals such as Ocean's over *Jungle Strike* mean there's always a possibility of it happening.

I am very distressed, and have some questions that need answering.

1: When is *Theme Park* coming out on CD32?

2: When is a keyboard and DTP/art software going to be available?

3: With the SX-1, will any disc drive be compatible (e.g. a PC880B)?

4: A man in Currys said that PC games can be played on CD32. Is that true?

DANIEL BROUGHTON, Northampton

1: There are no plans for a CD32 version at present, the save game problem seems unresolvable. However if you do get an SX-1, you could play the A1200 disk version which is due out any day now.

2: You can use either an A4000 keyboard or a CDTV one (via an adaptor) through the AUX port. As for serious applications, we've heard nothing as yet but as CD drives become more widespread for the A1200 it seems likely some will appear soon.

3: The SX-1 is simply adding A1200 ports to the CD32 so any drive compatible with an A1200 should be fine for the SX-1.

4: A man in Currys said... how many horror stories have started that way? There is, of course, no truth in his claim whatsoever.

I was relieved to actually find an Amiga magazine that had a cover CD, having looked high and low for what seemed like months. The CDs and magazine are great value for money and very well put together.

However, can I make just one small plea? I know the magazine is entitled AMIGA CD32 GAMER, but there must be an awful lot of people like myself, who have an A1200 and have invested in a CD ROM player like the Zappo CD ROM drive. Although these claim exceptionally high compatibility rates with CD32 software, the CDs you supply never seem to work properly.

Would it be too much to ask that you could check that your cover CDs also work with A1200 drives so that we too can enjoy the full benefits of having a CD Amiga?

Please keep up the good work promoting the new Amigas – it's been a long time since owning an Amiga has been so exciting!

ANDREW WHITLELY, Banbury

As you can see from the feature this month, we've just got a Zappo drive in and hope to include in our review Profile boxes whether games are compatible with it. As for the cover CD, Zappo's makers inform us it is compatible except for games such as *Zool* which have a problem with the system. They claim imminent new software will clear up any compatibility problems and in any case we plan to test all future cover CDs on the system. ☐ MCW
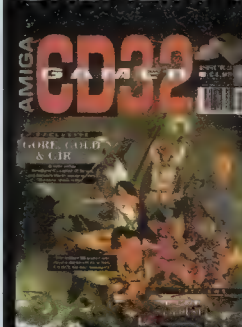
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In response to the enormous success of our **SuperSavers** offers, **Cyberdreams Interactive Entertainment** are offering **DarkSeed** at a reduced price of **£24.99** (that's a fiver off to you), a rather good deal already, but, keen to promote this high-concept **Gamer Gold**, they're also throwing in a spectacular **Hints & Tips** book (worth £6.95) that accompanied the original A1200 release. The first 100 applicants for this special offer will also receive a brilliant **Giger** poster to pin above their TV as inspiration over the long months trapped in this huge, nightmarish world. There's a limited amount of these **CD32 DarkSeed Special Editions** available, so get your coupon in quick to avoid disappointment.

A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

❖ The Definitive Guide To All CD32 Software ❖

A B

ALFRED CHICKEN
Mindscape
Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels testing platforming skills to the limit.
ACG Rated 78% (Issue 1)

ALIEN BREED
Team 17
An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric with a simultaneous two-player mode. (Available in Doublepack with *Qwak*.)
ACG Rated 77% (Issue 1)

ARABIAN KNIGHTS
Buzz
The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.
ACG Rated 74% (Issue 1)

ARCADE POOL
Team 17
Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition.
ACG Rated 88% (Issue 2)

BANSHEE
Core Design
Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.
ACG Rated 88% (Issue 4).

BATTLE CHESS
Interplay
An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.
ACG Rated 76% (Issue 1)

BATTLETOADS
Mindscape
Despite the brilliantly varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. It's also worth pointing out Mindscape have neglected to improve the graphics and sonics over the NES version, making this a waste of time.
ACG Rated 22% (Issue 3)

BEAVERS
Unique
A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.
ACG Rated 75% (Issue 2)

BRUTAL SPORTS FOOTBALL
Millennium
A side-scrolling SF sports game which crosses American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.
ACG Rated 55% (Issue 1)

BUBBA 'N' STIX
Core Design
Large, colourful sprites star in a genuinely cartoonesque platformer. Stix himself is a great little weapon with a host of different functions, while gameplay as a whole is original and entertaining.
ACG Rated 89% (Issue 1)

BUMP 'N' BURN
Grandslam
A relatively straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.
ACG Rated 90% (Issue 4)
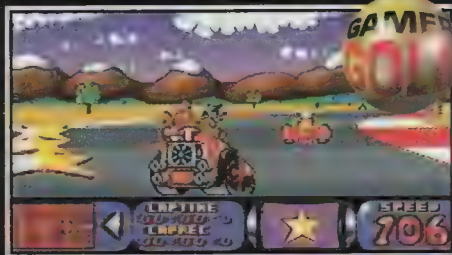
CD

CANNON FODDER
Virgin
A shoot-'em-up with a difference, ie bucketloads of originality, playability and blood-splattered black humour. A big game with masses of lastability.
ACG Rated 90% (Issue 2)

CASTLES II
Interplay
Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.
ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN
Unique
Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.
ACG Rated 6% (Issue 1)

CHAOS ENGINE
Renegade
Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. It's obviously rather unoriginal, but action is fast and furious and should keep you occupied for ages.
ACG Rated 72% (Issue 2)

CHUCK ROCK
Core Design
Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...
ACG Rated 57% (Issue 1)

CHUCK ROCK II: SON OF CHUCK
Core Design
A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The son of Chuck is a great new platform character and there's loads to see.
ACG Rated 86% (Issue 2)

DANGEROUS STREETS
Flair Software
Static this looks like a big and brash *SFII* clone. But once things get moving animation proves to be dreadful and gameplay uninvolving.
ACG Rated 22% (Issue 1)

DEEP CORE
Ice
Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay.
ACG Rated 42% (Issue 1)

D/GENERATION
Mindscape
Crude graphics and minimal sound let down players. One of the more atmospheric and all-round fun games that you can get for CD32. This is a combination of arcade action and brain-teasing puzzles that's very addictive and good-value.
ACG Rated 90% (Issue 4)
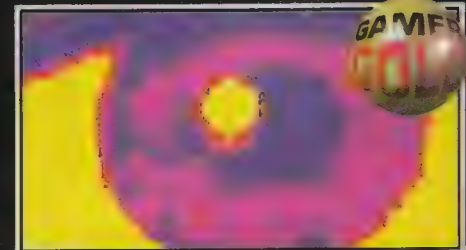
D-HERO
Gremlin Graphics
An unoriginal, but still very slick and playable R-Type clone. Five big levels packed with furious blasting action.
ACG Rated   85%   (Issue 2)

DARK SEED
Cyberdreams
A slow-paced, but intriguing adventure is made brilliant by some stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.
ACG Rated   90%   (Issue 4)

DENNIS
Ocean
Slick, 256-colour graphics but gameplay is as tired as the uninspired platforming format.
ACG Rated   37%   (Issue 1)

DIGGERS
Millennium
A more sophisticated and tougher variation on the Lemmings arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.
ACG Rated   56%   (Issue 1)

DONK
Supervision
Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.
ACG Rated   58%   (Issue 2)

F

F17
Team 17
A nice-looking and very playable racer with plenty of speed and fun. No two-player mode though, and lacks something in depth compared to Mansell.
ACG Rated   73%   (Issue 1)

FIRE & ICE
Renegade
Although it can be a little unfair at times, magnificent music, innovative gameplay and some impressive AGA graphics make this one of the most attractive platformers on CD32.
ACG Rated   87%   (Issue 2)

FIRE FORCE
Ice
A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.
ACG Rated   34%   (Issue 1)

FLY HARDER
Buzz
A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.
ACG Rated   52%   (Issue 1)

FRONTIER: ELITE II
Gametek
A truly monumental game unrivalled in its galaxy-spanning scope. The controls take a while to master, but overall this is an epic which can't be missed. Truly impressive.
ACG Rated   95%   (Issue 2)

FURY OF THE FURRIES
Mindscape
An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but much in the way of graphics or sonics.
ACG Rated   75%   (Issue 2)

GLOBAL EFFECT
Millennium
A slow, uninvolving ecco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ACG Rated   55%   (N/A)

GUNSHIP 2000
MicroProse
A huge combat simulation which recreates the experience of not just flying one helicopter, but seven. You can also lead into battle a squadron of copters. Lots of depth, action and fast, impressive 3D make this worth a look from anyone.
ACG Rated   92%   (Issue 2)

H I

HEIMDALL II
Core Design
A truly splendid graphic adventure with masses of neat puzzles, brilliant graphics and varied worlds to explore. Gameplay is completely absorbing and just about makes up for fact save points are few and far between. This stands as the best game of its genre available and one of the most polished CD32 products around.
ACG Rated   90%   Issue 3
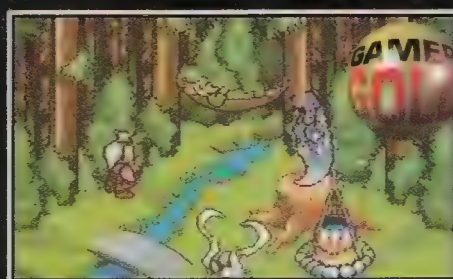
IMPOSSIBLE MISSION 2049
MicroProse
The classic 8bit original is included free and plays rather better than the new, updated version.
ACG Rated   40%   (Issue 4)

INTERNATIONAL KARATE PLUS
System 3
A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ACG Rating   44%   (Issue 1)

INTERNATIONAL SENSIBLE SOCCER
Renegade
Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.
ACG Rated   92%   (Issue 4)

JK

JAMES POND III: OPERATION STARFISH
Millennium
Despite the well-worn puns, this is a slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.
ACG Rating   78%   (Issue 3)

JETSTRIKE
Rasputin
A real gamesplayer's delight, packed to bursting with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it.
ACG Rated   94%   (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL
Buzz
A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around, but even if there weren't, I wouldn't buy this.
ACG Rating   32%   (Issue 1)

LABYRINTH OF TIME
Electronic Arts
A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.
ACG Rating   70%   (Issue 1)

LAST NINJA 3
System 3
Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.
ACG Rating   68%   (Issue 3)

LEGACY OF SORASIL
Gremlin
An atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this immediately impressive, while the easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it rather lacking in depth though.
ACG Rating   84%   (Issue 3)

LEMMINGS
Psygnosis
A truly excellent game, but this CDTV conversion lacks the original's two-player mode, adds no new levels by way of compensation. This is a shame, as is the fact that that it really needs a mouse to play seriously. An updated version would be much more welcome.
ACG Rated   79%   (Issue 2)

LIBERATION
Mindscape
A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and good texture-mapped graphics make this a classic release.
ACG Rating   92%   (Issue 1)

LITIL DIVIL
Gremlin
Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.
ACG Rated   90%   (Issue 4)

LOTUS TRILOGY
Gremlin Graphics
A bumper compilation of three now rather dated racing games. Rough.
ACG Rated   60%   (Issue 2)

LUNAR-C
Mindscape
A side-scrolling shoot-'em-up which rips off Gradius' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]
ACG Rating   37%   (Issue 1)

MИ

MEAN ARENAS
Ice
Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.
ACG Rating   61%   (Issue 1)

MICROCOSM
Psygnosis
A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.
ACG Rating   60%   (Issue 1)

MORPH
Millennium
An intriguing arcade puzzler where you morph between four different types of blob.
ACG Rating   84%   (Issue 1)

MYTH
System 3
Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. Worth checking out as a genuinely innovative title in software history.
ACG Rating   71%   (Issue 3)

NAUGHTY ONES
Interactivision
A truly annoying platformer, with a lame two-player option thrown in to disguise the bland graphics and banal puzzles. Control is awkward and progress across the five levels slow.
ACG Rating   65%   (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF
Grandslam
Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.
ACG Rating   90%   (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin
A very playable racer with plenty of depth. No two-player mode though.
ACG Rating   74%   (Issue 1)

OP

OSCAR
Flair Software
Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing with very limited gameplay.
ACG Rating   59%   (Issue 1)

OUT TO LUNCH
Mindscape
Inspired by ancient arcade classic *Burgertime*, this fun platformer has lots of old-style gameplay with fast action, plenty of power-ups and masses of levels. Slick and entertaining.
ACG Rated   78%   (Issue 4)

OVERKILL
Mindscape
A very competent update of the classic *Defender* coin-op: fast, slick and playable. (Available in Doublepack with *Lunar-C*)
ACG Rating   67%   (Issue 1)

PINBALL FANTASIES
21st Century Entertainment
Four playable and colourful tables provide masses of fun with great CD soundtracks. 1-8 player option is especially good fun.
ACG Rating   87%   (Issue 1)

PIRATES
MicroProse
Despite a slick new intro and some excellent presentation screens, this looks distinctly 8bit with mainly disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.
ACG Rating   79%   (Issue 1)

PREMIERE
Core Design
A varied and imaginative platformer flawed by an awkward control system. Some of the puzzles are imaginative and it's well worth a look if you can't get enough of them.
ACG Rated   65%   (Issue 2)

PROJECT X
Team 17
A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)
ACG Rating   89%   (Issue 1)

QR

QWAK
Team 17
A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Great simultaneous two-player mode makes this excellent value. (Doublepack with *Alien Breed*.)
ACG Rating   84%   (Issue 1)

ROBOCOD
Millennium
A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.
ACG Rating   80%   (Issue 1)

RYDER CUP GOLF
Ocean
Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's worth checking this recent release out along with *Nick Faldo's Championship Golf* though, as golfers are funny sorts.
ACG Rated   68%   (Issue 2)

ST

SABRE TEAM
Krisalis
The isometric graphics are realistically detailed helping create a great sense of atmosphere. Tactically-minded fans of the SAS will love the game's depth but others will despair at the slow pace.
ACG Rated   78%   (Issue 3)

SECOND SAMURAI
Psygnosis
No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode that extends its playability extensively. Worth a look.
ACG Rated   85%   (Issue 3)

SEEK AND DESTROY
Mindscape
A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.
ACG Rated   62%   (ISSUE 1)

SENSIBLE SOCCER
Renegade
Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is a sophisticated and playable soccer sim.
ACG Rated   91%   (ISSUE 1)

SIMON THE SORCEROR
Adventure Soft
The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic CD soundtrack, this is a big, challenging adventure with great graphics and enough puzzles and action wrapped in the package to make this a treasured buy. A great piece of software.
ACG Rated   90%   (Issue 4)

SLEEPWALKER
Ocean
A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system. Strictly love it or hate it software, this is one to try before you buy.
ACG Rated   80%   (ISSUE 1)

STRIKER
Elite
A straight port of a shallow, dated A500 footie sim which is sadly outclassed by the deluge of more modern games. As well as terrible graphics and next to no sound, the ball control is poor and the game plays so quickly it's quite impossible to build any kind of tactical play, as the players run around like they're on speed. As bad a ffootball game as you could wish to find, which is sad considering the pedigree of the SNES parent.
ACG Rated   43%   (ISSUE 2)

SUMMER OLYMPIX
Flair
Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming as successful as the spelling of the game. Although some of the graphics are initially quite appealing, the animation of them is incredibly poor, and the annoying random progression of events caps off a game too bad to think about.
ACG Rated   37%   (ISSUE 2)

SUPERFROG
Team 17
While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.
ACG Rated   85%   (ISSUE 2)

SUPER METHANE BROTHERS
Apache Software
Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode, but top-notch presentation. Check out Team 17's *Qwack*, first.
ACG Rated   83%   (Issue 3)

SUPER PUTTY
System 3
An entertaining and original platformer and one of the better early CD32 releases.
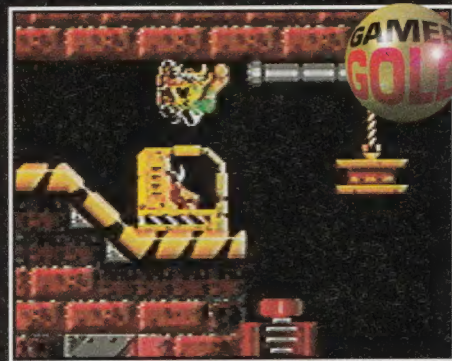**ACG Rated**   70%   (N/A)

THE LOST VIKINGS
Interplay
One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and sound to keep you entertained for ages.
ACG Rated   90%   (ISSUE 1)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays considerably worse. In a sane country, this would be banned, but with any luck, there won't be too many shops stocking it in the future. Worth buying our back issue one just to laugh.
ACG Rated   8%   (ISSUE 1)

Top Gear 2
Gremlin
The *Lotus* game engine is reused one more time. It's faster and slicker than before, but the tracks are monotonous, the cars' handling uninvolving and the music awful. Although the CD32 isn't exactly blessed with good driving games, this still isn't a viable option for racing fans.
ACG Rated   75%   (Issue 4)

TOTAL CARNAGE
ICE
A classic coin-op is almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Oh, and the graphics are appaling, the sound's dire and there aren't even any nice FMV interludes. A truly awful conversion of a brill game that is almost baffling in its poorness. NEXT!
ACG Rated   45%   (ISSUE 2)

TROLLS
Flair Software
A cutesy platformer with fourteen different levels. Very similar to, but less colourful than *Oscar*, which makes it significantly less painful on the eyes. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only, despite some quite innovative graphical touches that certainly catch the eye (the media level is spectacular). Buy the toys, watch the cartoon!
ACG Rated   67%   (ISSUE 1)

UW

ULTIMATE BODY BLOWS
Team 17
A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictivness. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the phenomenal speed the thing plays at (there's three turbo settings). AGA graphics and 16 CD soundtracks add the finishing touches to this brill product.
ACG Rated   93%   (ISSUE 2)

WEMBLEY INTERNATIONAL SOCCER
Audiogenic
Despite a wealth of play options and a novel choice of two view options (isometric and *Sensi* style) this falls down on poor joypad responses and unintelligent computer selection of your players. Ambitious, but fatally flawed.
ACG Rated   76%   (Issue 3)

WHALE'S VOYAGE
Flair Software
A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.
ACG Rated   80%   (ISSUE 1)

WING COMMANDER
Electronic Arts
The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.
ACG Rated   86%   (ISSUE 1)

Z

ZOOL
Gremlin
Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited. Zool himself is not really exciting enough to become an icon, he's too humourless to be cute and too drab to be dangerous.
ACG Rated   60%   (ISSUE 1)

ZOOL 2
Gremlin Graphics
Slick Silicon Graphics presentation sequences, good CD tracks and impressive AGA graphics throughout, but gameplay lacks zest and the first, CD32 specific level is utterly banal. This ant-like hero needs a serious overhaul if he is going to wander towards the CD32 for a third time...
ACG Rated   70%   (ISSUE 2) ■

AMIGA

CD32

GAMER

RISE to the Occasion

Rise Of The Robots decks the opposition and claims its place as the greatest beat-'em-up to grace an Amiga. Or does it?

Plus MegaRace

Mindscape's wondrous, CD-only sci-fi racer comes to CD32 with better graphics than either the PC or 3DO versions.

PART II OF OUR SPECTACULAR JETSTRIKE PLAYERS GUIDE

UNIVERSE

Take Boris Verne, a uniquely ordinary guy...

One minute he's sitting quietly at his 35-bit Excellence Engine home computer. The next he's being transported to another dimension by his eccentric uncle's Virtual Dimension Inducer!

Imagine how he feels when he emerges from a rip in the space-time continuum into an unknown dimension...

Encounter weird alien worlds and their even wierder alien inhabitants! Guide Boris on an action-packed chase across the gulfs of space to find a fabled lost star. Help him find the key to defeating the evil Golden King who rules his **UNIVERSE!**

Rotoscoped game character, with real-time scaling and over 500 frames of animation...

Lush, 256-colour hand-painted scenes teeming with background animations...

Feel the sense of total immersion in this parallel universe, enhanced by atmospheric, mood-responsive music...
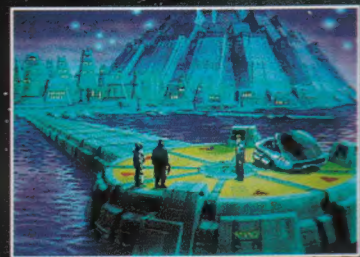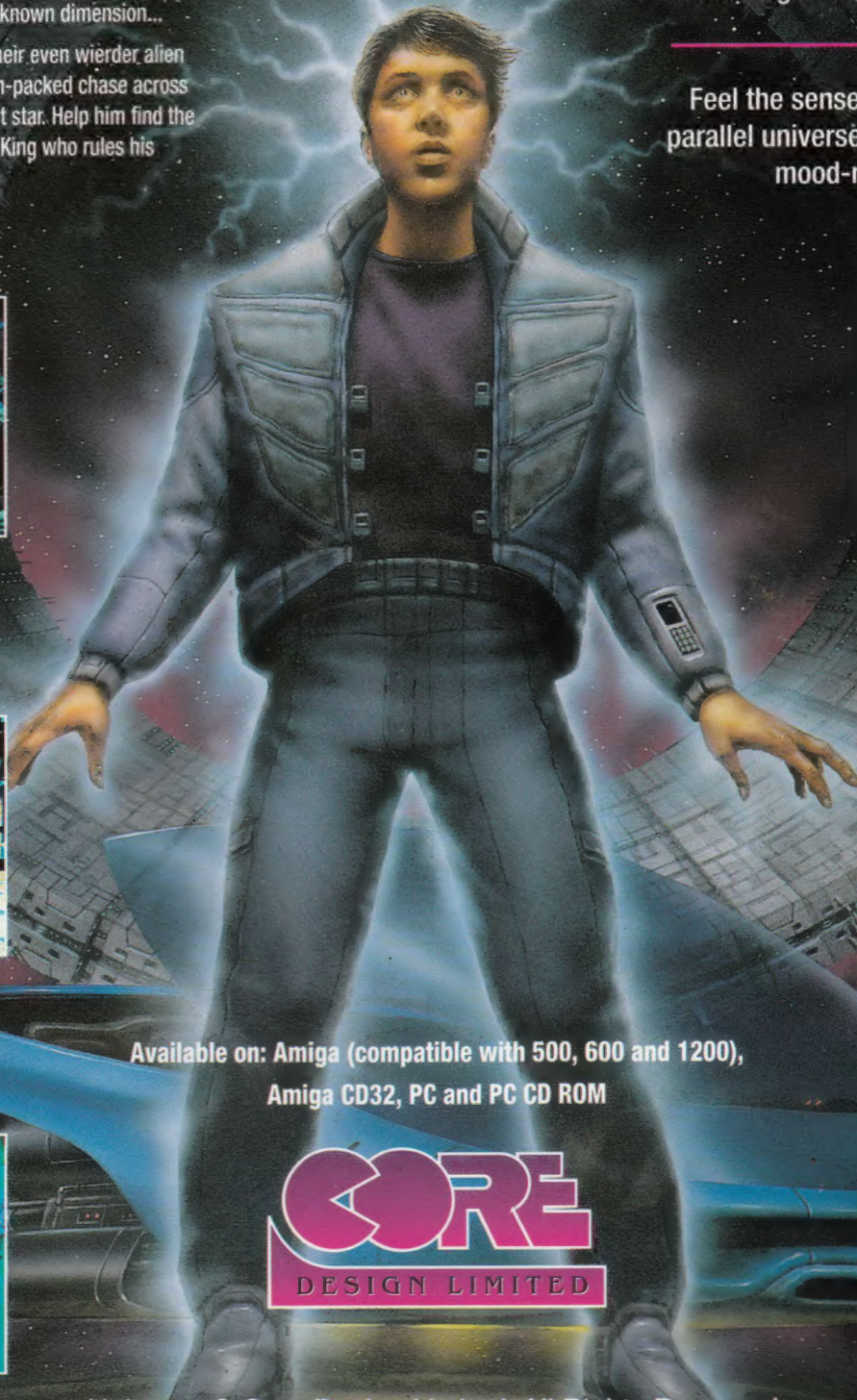
Available on: Amiga (compatible with 500, 600 and 1200), Amiga CD32, PC and PC CD ROM

CORE DESIGN LIMITED